
A NEWSFIELD PUBLICATION
No. 37
MAY 1988
£1.25
DM 7.50
US $3.50
THE BIGGEST SELLING COMMODORE MAGAZINE IN BRITAIN
ZZAP! 64
MONTHLY REVIEW FOR COMMODORE SOFTWARE
PAC–ED WITH THE LATEST NEWS, REVIEWS AND PREVIEWS
PACLAND
CYBERNOID
ARKANOID II
ROLLING THUNDER
TARGET RENEGADE
WINTER GAMES II
GIANT-SIZED TIPS SUPPLEMENT
DEFENDER OF THE CROWN, HUNTERS MOON, I BALL II, GARFIELD, DRILLER, TRAZ – POKED DAN DARE II, ANDY CAPP
SCUMBALL, PLATOON, KNIGHTMARE – MAPPED
WIN A TOMY ROBOT AND A SONY WALKMAN
05
0 74470 72678 4



GHOSTS'N GOBLINS
COMMODORE 64
SPECTRUM
SCREENSHOTS TAKEN FROM VARIOUS COMPUTER FORMATS
JAMES BOND 007
THE LIVING DAYLIGHTS
THE COMPUTER GAME
TIMOTHY DALTON
JAMES BOND 007
THE LIVING DAYLIGHTS
COMMODORE 64
COMMODORE 64
Escape From
Escape From Singe's Castle
Singe's Castle
DRAGON'S LAIR
COMMODORE 64
SPECTRUM
SEGA
ENDURO RACER
ACTIVISION
PAPERBOY
AMSTRAD/SCHNEIDER

THE ELITE AMONGST SIX PACKS
THE ULTIMATE 6-GAME COMPILATION

ENDURO RACER FEATURES NEW CBM64 VERSION DEVELOPED IN THE USA

ENDURO RACER
Well done Activision! At last someone's come up with a very realistic arcade conversion. The graphics are amazing. I've seen nothing else that compares with its graphic realism or playability. CRASH

DRAGON'S LAIR
The sensation from 1986 that spent 3 weeks at No. 1!

ESCAPE FROM SINGE'S CASTLE
All in all I'd strongly recommend this – it's playable and extremely compelling. Don't miss it. ZZAP 64

PAPERBOY
Game of the Year 1987. More than a year in the U.K. Chart! (Source: GALLUP)

THE LIVING DAYLIGHTS
The officially licensed version of the hit James Bond movie.

GHOSTS 'N' GOBLINS
*I love Ghosts 'n' Goblins, it's brilliant. I've played it and played it and completed it and completed it, and I **still** play it. Ghosts 'n' Goblins is a brilliant translation of the arcade game, and well worth a tenner.* ZZAP 64 *This game is compelling beyond belief.* CRASH



NOT AVAILABLE ON AMSTRAD

System	Format	Price
Spectrum	Cassette	£9.99
Spectrum	Disc	£14.99
Commodore 64	Cassette	£9.99
Commodore 64	Disc	£14.99
Amstrad	Cassette	£9.99
Amstrad	Disc	£14.99

elite

Elite Systems Limited, Eastern Avenue, Lichfield, Staffs WS13 6RX England Telex 336130 ELITE G


COMING SOON...
ROAD BLASTERS
...the Hottest, Meanest
Machine you've ever seen...
U.S. GOLD
ATARI GAMES



ISSU[illegible]AY 1988

ZZAP! 64

Editor
Julian Rignall
Sub Editor
Steven Jarratt
Staff Writers
Paul Glancey, Gordon Houghton, Lloyd Mangram, Paul Sumner
Contributing Writers
Mel Croucher, Nik Wild
Editorial Assistant
Glenys Powell

Publishing Controller (Computers)
David Western
Art Director
Mark Kendrick
Design/Layout
Wayne Allen, Melvyn Fisher, Yvonne Priest
Reprographics Supervisor
Jonathan Rignall
Process/Planning
Matthew Uffindell, Nik Orchard, Ian Chubb, Robert Millichamp
Illustrator
Oliver Frey
Photography
Cameron Pound, Michael Parkinson

Advertising Manager
Roger Bennett
Advertising Assistant
Andrew Smales
Subscriptions
Denise Roberts
Mail Order
Carol Kinsey

Editorial Production
1/2 King Street, Ludlow, Shropshire SY8 1AQ
☎ 0584 5851
Mail Order & Subscriptions
PO Box 10, Ludlow Shropshire SY8 1DB
☎ 0584 5620

Advertising Information & Bookings
☎ 0584 4603 or 5852

Printed in England by Carlisle Web Offset (Member of the BPCC Group), Newtown Trading Estate, Carlisle, Cumbria.
Colour Origination by Scan Studios, Wallace Road, London N1

Distributed by COMAG, Tavistock Road, West Drayton, Middlesex UB7 7QE

NEWSFIELD
A NEWSFIELD PUBLICATION

ABC
MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS
Average monthly sales for the period
JAN – JUNE 1987
Total: **77,483**
UK/Eire: **63, 809**

READABLE REGULARS

CRAZY COMPETITIONS

FUNKY FEATURES

MID-MAY MERRIMENT

The 38th issue of ZZAP! is a high-quality custom-built one-off magazine limited to only 85,000 copies. Be the envy of Luxembourg and get this special collector's edition before it sells out. May the 12th is its tentative release date, and we should have more information next month . . .

TEST DRIVE

1 | 2 | 50 | 99 | 100



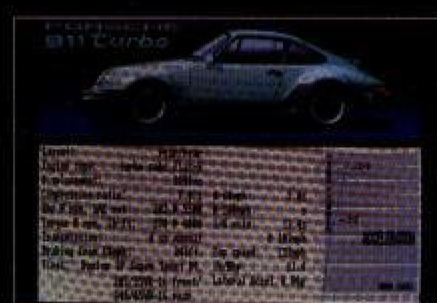


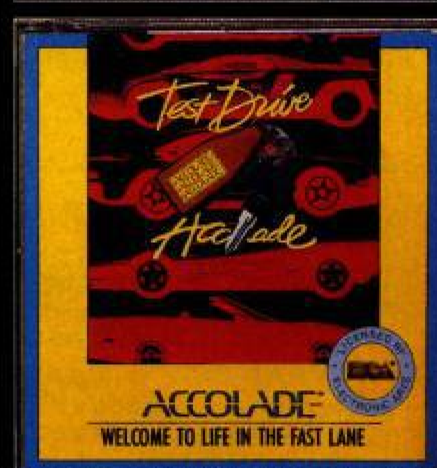




T E S T D R I V E

Test Drive is different - a new standard of driving simulation game. You're probably thinking "that's what they all say". So don't listen to us. Read what Commodore User and Popular Computing Weekly said — "never have I encountered a game where the introductory screens make me want to play the game as much as this one". C.U. "...the graphics are out of this world. For any car enthusiast the game is essential. P.C.W.





ACCOLADE

R I N G : 0 7 5 3 4 6 4 6 5

ELECTRONIC ARTS

ACCOLADE & TEST DRIVE ARE TRADEMARKS OF ACCOLADE, INC., CUPERTINO, CA, USA. IN EUROPE, ACCOLADE PRODUCTS ARE BROUGHT TO YOU BY ELECTRONIC ARTS LTD. WE PRODUCE HOME SOFTWARE ON A WIDE RANGE OF COMPUTERS. FOR A BROCHURE AND THE LOCATION OF YOUR NEAREST STOCKIST, CONTACT: ELECTRONIC ARTS, 11-49 STATION ROAD, LANGLEY BERKS SL3 8YN, TEL: SLOUGH (0753) 46465. DEALERS PLEASE CALL (0753) 40906.

ZZAP! ED



BACK TO THE FUTURE

There seems to be much paranoia at the moment, with many thinking that the new 16-bit micros are going to instantly replace the Commodore 64. This is ludicrous. With all the noise and hype created by the machine manufacturers and owners, it's easy to lose all sense of perspective. Over the last few months I've looked to the 16-bit micros expecting some new game concepts worthy of their fast processors and custom chips. I remain disappointed. With only one or two exceptions, the bulk of 16-bit games are rehashes of old 8-bit ideas, with superb graphics and sampled sounds slapped on top. To me, the Commodore 64 is leading the way when it comes to new ideas – *Driller*, the up-and-coming *Echelon*, *Apollo 18*, *Nebulus*, *Soko Ban* and *Deflektor* are recent examples that inject new life and innovation into the computer game format. The 64 boasts a huge range of games, including the incredibly engrossing Lucasfilm range, brilliant simulations, puzzle games, shoot 'em ups and arcade adventures with incredible depth. If it's playable games you're after, you can't do any better than the 64, and at the rate new stuff is being churned out, the future is looking very, very rosy indeed. With such a wide array of supporting titles, who's going to turn their back on the machine? Eventually the Commodore 64 WILL be superseded by the 16-bit machines – but in how many years?

On the 16-bit front it would be nice to see something like an *Elite* which utilises the full graphics potential of the machines, AND is backed up with an original and engrossing game with depth. Perhaps *Damocles* will go some way to starting a trend of games deserving of a truly '16-bit' label, but I don't think we'll be seeing any truly stunning games (stunning graphics and sound maybe) for some time yet. Until then, I should think that the trusty old Commodore 64 will keep on surprising us . . .

J Rignall

Julian Rignall

COULD YOU BECOME A ZZAP! REVIEWER?

Do you fancy yourself as a reviewer? Well, ZZAP! is currently looking for a STAFF WRITER. Interested?

First of all, let's get a couple of things straight. It's not all about playing games – being a Staff Writer is a demanding full-time job that requires both commitment and a genuine flair for writing comprehensive and constructive english. Much of the time is spent writing 'intros' – the long introduction to games reviews – as well as criticisms. In addition, the successful applicant would help in general office administration and compile articles and features. The ability to work under pressure and a willingness to learn the skills of publishing is vital.

To be considered, you must be over 16 years of age – over 18 would be preferable. We'd also like a full CV detailing your age, qualifications, work experience, interests and anything you think is relevant. We'd also like you to supply us with two referees, perhaps a teacher or a previous employer? Most important of all, we'd like you to send us an example of your writing in the form of a ZZAP!-style review. We don't mind what game you choose, but the review must be in the form of an intro – an unbiased introduction explaining the game, what it is and how it works – plus a comment.

Send in your application as soon as possible to **Julian Rignall, ZZAP! 64, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB.** All applications will be acknowledged on receipt, and some candidates will be contacted later for expenses-paid interviews.

GAMES REVIEWED

ADVERTISERS INDEX



Mel Croucher's

UNDER THE BAUD-WALK

ALL FOOLS DAY (House of Commons)

Now here's a funny thing. Did you know that in the year 2000 AD, due to time stretching like an old rubber band, it has been decided to add one extra day to the month of February? Well if you did, you know a lot more than the designers of most computerised databases, calenders and personal organiser programs. So far I've checked out half a dozen of them, and it seems that after the turn of the century computer users will be running 24 hours ahead of the real world. Meanwhile back in the realms of Mirrorsoft's *Sinbad* artwork, it's good to see women being treated seriously. After their inflatable sex object being carried off on her back in *Defender of the Crown* like some sort of prize dolly won at bingo, *Sinbad* features Kylie Minogue asserting herself. Check it out.

ANNUAL CRUCIFIXION CHAMPIONSHIPS (Easter Island)

I went to a meeting yesterday, held in various locations from Cross-In-Hand, Sussex, up to the Kyle of Tongue in the Highlands of Scotland. But how can this be? I hear you ask, and I will answer you. The fact of my teleportation was made possible by an amazing new full-frontal communication service from these awfully nice Prestel people. TELETALK is run on Micronet 800, and it is to British Telecom's notorious and banned 'Talkabout' what the Elgin Marbles are to toilet graffiti. After logging on, giving my secret password and reading the surreal noticeboard, I wandered around the electronic reception area, where I discovered that Bela Lugosi was dead, and that The Guardian's computer expert **JACK SCHOFIELD** was a teetotaller. This latter fact is most unfortunate, because Micronet's public relations briber **DAVID ROSENBAUM** had sent the Most Important People In British Computing, such as myself, a bottle of Italian plonk that very morning, care of Postman Pat. Also unlike Talkabout, which was notching up a ludicrous 38 pee per minute on the 'phone bill, Teletalk is charged at local rate, with a 50 pee access charge and three pees a minute thereafter. Now here's the good bit, you can meet some really charming people at 'the bar' take them off to a 'private room', draw 'the blinds', lock 'the door', and discuss the price of haddock or whatever it is that young people talk about these days. If you happen to hold 'the key to the door', you can even sling out unwelcome or boring guests. And before **MARY WHITEHOUSE** demands to have it banned, let me assure you that Prestel subscribers must be over 18 years old, and that all conversations are monitored by computer spies. And if you're reading this 'Peaudouce', I'll meet you in Private Room 31 same time tonight. You bring the rubber duck, I'll bring the saxophone.

TERENCE TRENT D'ARBY DAY

Due to popular demand (namely two photographs and a blackmail letter from **ANN UFNOWSKI** of Tarann Software), I am forced to reveal the dictionary translations of computing topics yet again. I swear that this is the very last time I will do it. Let us begin in Germany, where Ariolasoft's buy-out boss **HANS KRUSCHE** actually means 'I have trapped my fingers in the car door again'. Nicknames are a rather personal thing so I am somewhat miffed that GO! have revealed my own secret identity in their 'Captain America' adventure. Now the whole world knows that 'Megaloman' is my middle name.

ANNUAL MUSIC FESTIVAL (Republic of Castrato)

I'm astounded to discover that ZZAP! 64 is a publication all about Commodore computers. Up to now I have been led to believe that it was the trade journal of the Belfast trouser-fastening industry. But at least ZZAP! readers are saved from obscene products on offer from the **OFFICIAL AMSTRAD USER CLUB**, who include such outrageous products as *The Two Finger Course* marketed as part of the crudely bowdlerised 'IANKEY' typing tutor. Unfortunately Amiga owners are at this very moment subject to a very bad taste from **ROBTEK**, *Ball Raider*. My friendly vet says that this sort of thing is on the increase in many of our larger urban ghettos, and the RSPCA has been informed. Polite folk simply do not discuss the removal of sexual organs. At first glance, I thought that **US GOLD**'s *Chernobyl* entertainment was also in extremely poor taste, considering that Chicken Kiev is still in a state of being ready-cooked. But after playing the game I find that the hazards of nuclear power have been presented realistically and splendidly thought-provoking. As they sing in the Ukraine, Here we glow, here we glow, here we glow . . .

CRAIG MACHIN DAY (Lobotomy Islands)

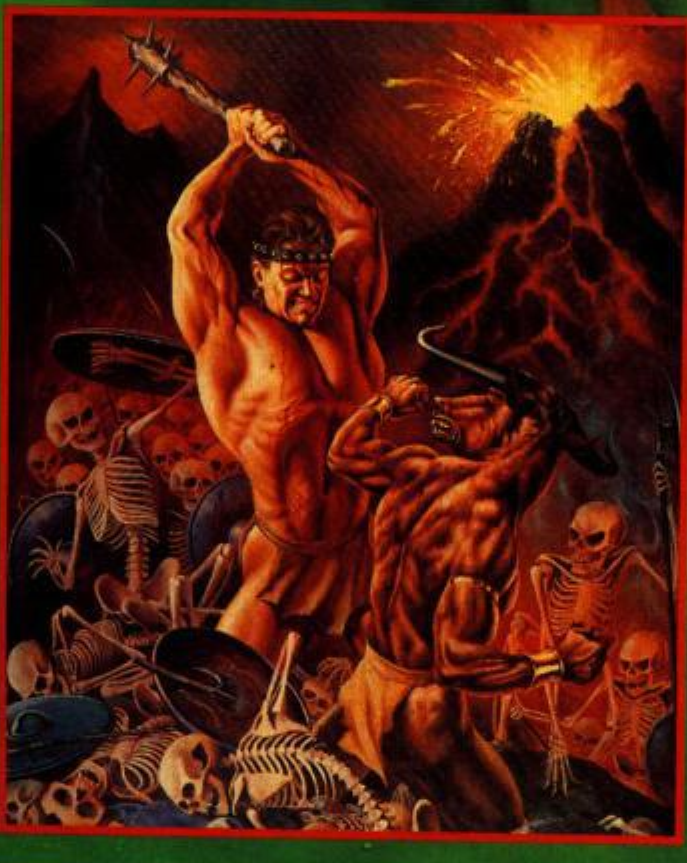
I am formally invited to act as Master of Ceremonies at the Computer Arena Gala Dinner, and plan to wear a skin-tight dinner suit and cover my face in butter, so that I can look just like **BOB MONKHOUSE**. The reason I've been asked to act as MC is, of course, that these are my initials, and it appears that Marie Curie, Marcus Porcius Cato, Michael Crawford, Mark Chapman, Miguel de Cervantes, Maurice Chevalier, Michael Caine, Madeleine Caroll, and Mike Hunt are currently unavailable. After flying to Jersey in a specially chartered Harrier jump jet, with **FRANCO FREY** disguised as a Swiss Roll on my left hand, and **Robin Evans** as a cartoonist on my right foot, I'm warned that a bizarre Freak Show has been scheduled for the evening's entertainment. None other than **MARK 'is this Tenerife' STRACHAN AND DOMINIC 'intriguing bouquet' WHEATLEY**, the infamous Domark twins, are putting on a cabaret of slanderous nature and offensive humour. Well, I suppose it saves me doing it. A full report Under the Baudwalk, next month. By the way, Mr Machin, I am so sorry that you find my column in 'The Truth' magazine incomprehensible. Unfortunately I am unable to write down to your level, but I can honestly recommend falling in love with your own prose: it is far healthier than your apparent affection for stropping your Mulligan. No offence, old son.

LE JOUR DE GLOIRE (est arrivee)

My coiffured mate **SIMON HARVEY** is busy promoting new software house **EXOCET**. The launching blurb declares that Exocet 'is not going to have any failures, only hits' and I am absolutely sure that they are right, aren't you? What a great idea to name a computer entertainment outfit after the missile that sent HMS Sheffield to the bottom of the South Atlantic, killing and maiming the flower of British youth, and leaving a load of tasty nuclear depth charges in the middle of the fishing grounds. Splendid stuff, I'm sure you will agree. Why don't we name our new software houses after similar products; 'Napalm' perhaps, or maybe 'Enola Gay' after the crate that dropped the atom bomb on Hiroshima, or how about the brand name that the Nazi's used to gas Jews with, what was it called now? However, I do feel that it is a bit of a pity that Exocet is a French missile, a trifle unpatriotic if I may say so. I see that this garlicky trend is also rife in the business software world, with Staffordshire outfit **CAN-CAN COMPUTERS** showing their knickers and inviting punters to bung them ten thousand quid to participate in something called 'vertical market software'. And here's me thinking that the idea of a horizontal Channel Tunnel was loony. Speaking of the French, my very own French mistress, Infogrames' **PAULINE 'Leather' GARSDEN** has sent me a pressie in the form of the Francais version of *L'Arche du Captain Blood* or in English, *Captain Blood's Bum*. Eh bien, ici mon critique. Chien andalou, Gauloise disque bleu, Jean Michel Jarre musique electronique. La la la la laah, je t'aime, la la la la laah, ouef ouef heumph mmmm aaah, avec Jane Birkin. Sacre Coeur rive gauche putain, est-ce que le meme Captain Blood qui avait l'Oxford piedball club? J'aime les belles lettres Francais comme un vache qui rie, c'est si bon. Enfin, au revoir, mes anissettes, au revoir.

Warriors of the Past...
Warriors of the Future...

prepare for deadly combat



HERCULES
SLAYER OF THE DAMNED
ATARI ST £19.99 Disk
SPECTRUM 48/128K
£7.99 Cassette
SPECTRUM +3 £12.99 Disk
CBM 64/128
£9.99 Cassette – £14.99 Disk
AMSTRAD CPC
£9.99 Cassette – £14.99 Disk
MSX £7.99 Cassette

BLOOD BROTHERS
CBM 64/128
£9.99 Cassette – £14.99 Disk
AMSTRAD CPC
£9.99 Cassette – £14.99 Disk
SPECTRUM 48/128K
£7.99 Cassette
SPECTRUM +3 £12.99 Disk







HERCULES – *SLAYER OF THE DAMNED*

Son of the Gods, curse of his fellow men, Hercules is set 12 awesome tasks to exonerate the sin of murdering his children. Armed by his divine fathers he sets forth to face the hideous skeleton hordes and ultimately overcome the evil minotaur. To slay the damned is his only saviour in repenting his sins.

BLOOD BROTHERS

"Our blood is mixed,
We are as one,
Let no man or beast come between us,
And let nothing deter us from our aim,
To avenge the deaths of our parents,
And destroy the Scorpians,
DEATH TO THE SCORPIANS"





GREMLIN

Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423


TAITO
COIN-OP
RASTAN
WAKO
...the
Warrior King
The latest hit coin-op from Taito.
Lands that produce men of legend, dragon slayers, lie in his shadow – guardians of evil fear his fire spewing sword, the axe he weilds as swift as lightning. State of the art programming makes a true simulation of the Arcade for your home micro, enjoy superb graphics and realistic action as RASTAN takes on a world of dangers – magical wizards, fire breathing lions, bats, snakes, skeletons and finally the living dead.
Is it more than you can handle?
imagine
..the name of the game
Spectrum 7.95 Cass. SPECTRUM + 3 DISK 14.95
Commodore 8.95 Cass. 12.95 Disk
Amstrad 8.95 Cass. 14.95 Disk
Licensed from © Taito Corp., 1986. Programmed for Amstrad, Spectrum, Commodore by Imagine Software.
Imagine Software Limited · 6 Central Street · Manchester M2 5NS · Tel: 061 834 3939 · Telex: 669977



STEALTH MISSION

Sublogic, £19.95 disk only, joystick with keys

Hot on the vapour trail of Microprose's *Project: Stealth Fighter* comes *Stealth Mission*, another combat flight simulation from the producers of *Flight Simulators I and II*.

In *Stealth Mission* the would-be pilot takes control of a F-19 Stealth Fighter, the experimental X-29, or the tried-and-tested F-14 Tomcat and flies them in day or night missions over land or sea, dogfighting and strafing enemy installations with four types of bomb, six types of missile and a 20mm cannon.

Before each sortie, the game parameters are set via a menu system. Five dual-graded scenarios afford the player a selection of ten missions, which are further graded at one of ten skill levels. Pacifist pilots can also choose to avoid violent confrontations if they have one of the Sub Logic Commodore scenery disks which are accessed from the menu.

One of the three aircraft is chosen and loaded with arms whilst a careful eye is kept on the overall weight. The player is then presented with a view from the cockpit, with instruments surrounding a filled-in 3D representation of the outside world, complete with mountains, rivers and runways. The pilot's view is adjustable so the player can cover forward, rearward, upward and side views, and there are also views available from a manoeuvrable spotter plane, a control tower and from the nose of a launched missile. A satellite view is also provided which is used in conjunction with the packaged maps to establish the aircraft's position in relation to enemy targets. All views react to the aircraft's current status and a zoom in/out function boosts the range of visibility.

Around the periphery of the canopy display are the standard aircraft instruments – air speed indicator, altimeter and compass – while below is a pop-up navigation panel which displays the direction and range of VOR beacons, an instrument landing system and a tracking scope indicating radar sources. This can be removed to enlarge the canopy view, leaving displays of time, damage sustained, thrust level, fuel remaining and the G-force to which the aircraft and pilot are currently subjected.

Success in *Stealth Mission* is measured by a scoring system, and points are amassed by dropping bombs on primary and secondary enemy targets. The computer-operated weapons system is initialised by the automatic sighting-up of a target suitable for the selected weapon. When the target is in range, the pilot locks it into the target tracking computer and launches missiles or bombs as appropriate.

The three aircraft are also equipped with Electronic Counter-Measures units plus chaff and flare projectiles to deter incoming missiles. Failing that, there's always the ejector seat!



The impressive package supporting Stealth Mission **complements the superb presentation throughout. The almost dauntingly thorough instruction manual, necessarily cluttered screen display and helpful on-screen instructions combine to generate the required atmosphere. The one innovative feature which really stands out is the useful option between wire-frame and filled-in 3D modes; both are effective, but the solid fill graphics are slightly too jerky to be realistic. However, the whole program oozes quality: the number of viewing positions within and outside the plane is astounding, and is only matched by the variety and depth of the assignments involved. Even before you approach the missions, a good deal of enjoyment is had simply exploring the vast landscapes. The only drawbacks are the relative slowness of the action and poverty of the combat sequences; otherwise the extra (if expensive) scenario disks and multitude of missions guarantee its lastability.**



Oh no! Simulation lovers are now on the horns of a dilemma – namely, which is more worthy of purchase – Stealth Mission **or Microprose's** Project Stealth Fighter**? SM's filled-in graphics are terribly good, and some spectacular visuals can be set up with the alternative view options, but with all of the display elements working, the action can be slow, with sizeable gaps between animation frames. The action in** SM **is also more drawn out, which isn't such a problem with the Microprose game because of its time acceleration feature. Being able to fly three totally different aircraft is a very compelling feature though, which, together with the numerous missions and skill levels provide the necessary essence of variety. What** SM **really lacks in the comparison with** PSJ **is the final touch of realism provided by placing the simulation in the real world. It's far more stimulating to be avoiding SAMs over Tehran than it is over some nameless mountain range on an anonymous planet.** PSJ**'s more topical documentation conspires with this aspect to produce a more engrossing combat simulation. This leads me to credit** Stealth Mission **for being a superb simulation of flight and an incredible piece of programming, but as a game it has a narrower appeal than its competitor.**



The amount of visual depth and variety in Stealth Mission **is quite amazing. Many of the graphic scenes are outstanding, particularly the views from spotter planes and of the aerial refuelling sequence. However, the trade-off between detailed filled-in graphics and frame update is not a generous one; the 128 handles it reasonably well, but it becomes a little too slow on the 64 to give a good impression of flight. The buffer between command and action also makes control a little difficult. There are many options which speed things up however, although this decreases the graphical interest accordingly. I'm sure flight simulation fanatics should lap this up; the combat is a little weak but there's enough variety on offer here to make up for this deficiency.**

► **Mid-air refuelling in SubLogic's filled-in 3D flight simulator**



PRESENTATION 91%
Beautifully packaged with maps and a detailed booklet. Many gameplay options, but some keyboard controls are unwieldy.

GRAPHICS 86%
Although sometimes slow in execution, the variety of visual options and the sense of realism they produce is remarkable.

SOUND 58%
Realistic engine roaring sounds only.

HOOKABILITY 83%
The overpowering complexity of the simulation soon gives way to appreciation and enjoyment.

LASTABILITY 90%
Enormous scope for mission variation ensures evergreen appeal.

OVERALL 89%
Technically brilliant, but *Stealth Mission*'s merits are going to be more appreciable to the flight-sim aficionado.

ZZAP! TEST

SIZZLER

SAMURAI WARRIOR: THE BATTLES OF USAGI YOJIMBO

Firebird, £8.95 cass, £14.95 disk, joystick with keys

●Firebird's cute and colourful combination of exploration and fighting

Anarchic struggles are rife throughout 17th century Japan. The evil Lord Hikiji has captured Lord Noriyuki, old friend to the ronin rabbit, Usagi Yojimbo. The player guides Usagi through the troubled lands in order to liberate his friend.

From the title screen, joystick or key control is selected, the game begun or a practice mode entered. Practice involves venting sword strokes upon nine sheaves of wheat; completion of the sequence leads back to the title screen.

The landscape push-scrolls horizontally, while choosing a different direction at a junction or reaching a new level flicks the screen to reveal the next stage.

The number of ryo (initially three), the current Karma level (a form of score) and the ronin's status are displayed on-screen. Ryo are silver coins, helpful to the rabbit's quest. Being a ronin, Usagi is relatively poor; however, some enemies carry money which may be taken from their corpses once defeated. Giving alms to peasants increases his Karma status, and money is used to obtain food which restores vital health points. The player may also gamble and thus quickly increase his finances.

As Usagi performs good acts, such as vanquishing enemies, he gains Karma. If he strikes helpless opponents, hassles small animals or kills priests, he loses it. Should this level ever drop to zero, overcome with shame he is forced to take the only honourable option: hara-kiri. Karma is carried forward to future lives.

Usagi operates in two modes, aggressive and peaceful. An inset box shows his current state as a sequence of three expressions:



▲ Times are hard for the rovin' ronin rabbit

▼ One of the very ugly creatures to be combatted in *Samurai Warrior*

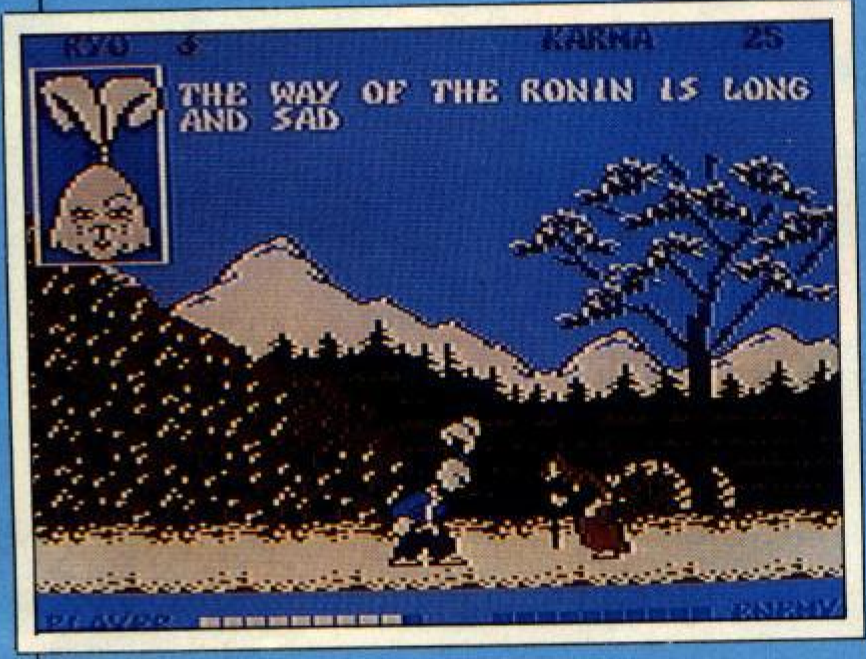


Not only is Samurai Warrior **an innovative adaptation of the beat 'em up genre, it's also immense fun to play. All the characters are brilliantly drawn, and the backdrops, if occasionally gaudy, are generally of a very high standard. It's these characters that make the game so interesting: the mixture of cuteness and aggression in Usagi himself, the hostile pig warriors and the huge guardians who prove extremely tough opponents to beat. The sound complements this mixture of cartoon appeal and solemnity, and a jolly oriental soundtrack supports the basic sound effects. The practice mode helps you through the initial rustiness, and is as well presented as the rest of the game. However, it's the etiquette element that distinguishes the game from its rivals: only after a couple of plays do you realise that not all characters need to be fought, and that it's wiser to think first and draw your sword later. That said, there's more than enough action for beat 'em up fans. The gameplay is full of neat touches: the philosophical messages which contain vital clues, the gambling element and the ability to buy food, the ghostly remains of enemies spirited away . . .** Samurai Warrior **is cute, colourful and fully deserving of anyone's attention.**





▲ Usagi is outnumbered and about to be hacked to death . . .



▲ The rules of etiquette must be strictly observed at all times . . .

normal, angry and despairing, in which case he is low on energy and about to die. A ten unit energy bar reveals his current status, depleted by enemy attacks and drained completely by falling down holes. If the energy bar reaches zero, Usagi's quest ends.

The strict rules of etiquette are obeyed at all times, so that much of the ronin's time is spent peacefully. Usagi may bow to persons of equal status, and is obliged to bow to persons of higher status, otherwise he insults them deeply. Observing these rules sometimes results in a message from the encountered character displayed at the top of the screen – this reveals a useful clue or an item of philosophical wisdom.

Aggressive mode is adopted for encounters with hostile opponents, who include other warriors, pigs and huge dragon-like creatures. Three types of sword-stroke are available: parry, side-swipe and overhead cut. Most opponents can be dispatched with a single, well-aimed stroke, but large monsters and gangs require a more intense form of combat.

Although the basis of the gameplay in Samurai Warrior **is really very simple, and has made appearances before in such 'games' as** Fighting Warrior, **Firebird have made some worthwhile additions which make this one of the most interesting beat 'em ups I've seen. The Karma and Ryo scores combined with the route selection and the variety of interaction with everyone from peasants to bounty hunters and monsters, consolidate Usagi's exploits into a real quest instead of just a series of fights. Effective swordplay takes some getting used to, but the practice game helps to refine the essential range-judging skills. A stylishly-drawn loading screen is typical of the graphical quality, sprites and backdrops being well designed and animated, and the soundtrack is suitably laid-back and Oriental. Don't have any misgivings about handing over your Ryo for this.**



Taken from the Usagi Yojimbo comic books, Samurai Warrior **translates to a computer game exceedingly well. The graphics retain all the flavour of the original drawings, and the game design is such that the action unfolds like a typical** Usagi **comic strip. Although the horizontally scrolling gameplay is very derivative, there are enough neat touches and surprises to keep you coming back for more. The added twist of following ronin etiquette and not just attacking everyone in sight, and trying to work out where Usagi should go, what he should do proves very addictive and adds an extra dimension to the action. The amount of attention paid to the sprite animation is incredible – just watch Usagi draw and sheathe his sword, and some of the large monsters and other ronin are excellent. Similar care has been lavished on the suitably oriental backdrops, and the soundtrack complements the action perfectly.** Samuari Warrior **is a thoroughly entertaining game, and throws down a strong challenge to those who wish to rescue Lord Noriyuki. Try it!**



PRESENTATION 85%
Demonstration and practice modes, wide variety of moves available, comprehensive instructions and novel information displays.

GRAPHICS 89%
Colourful, cartoon-quality backdrops and sprites of a generally high standard.

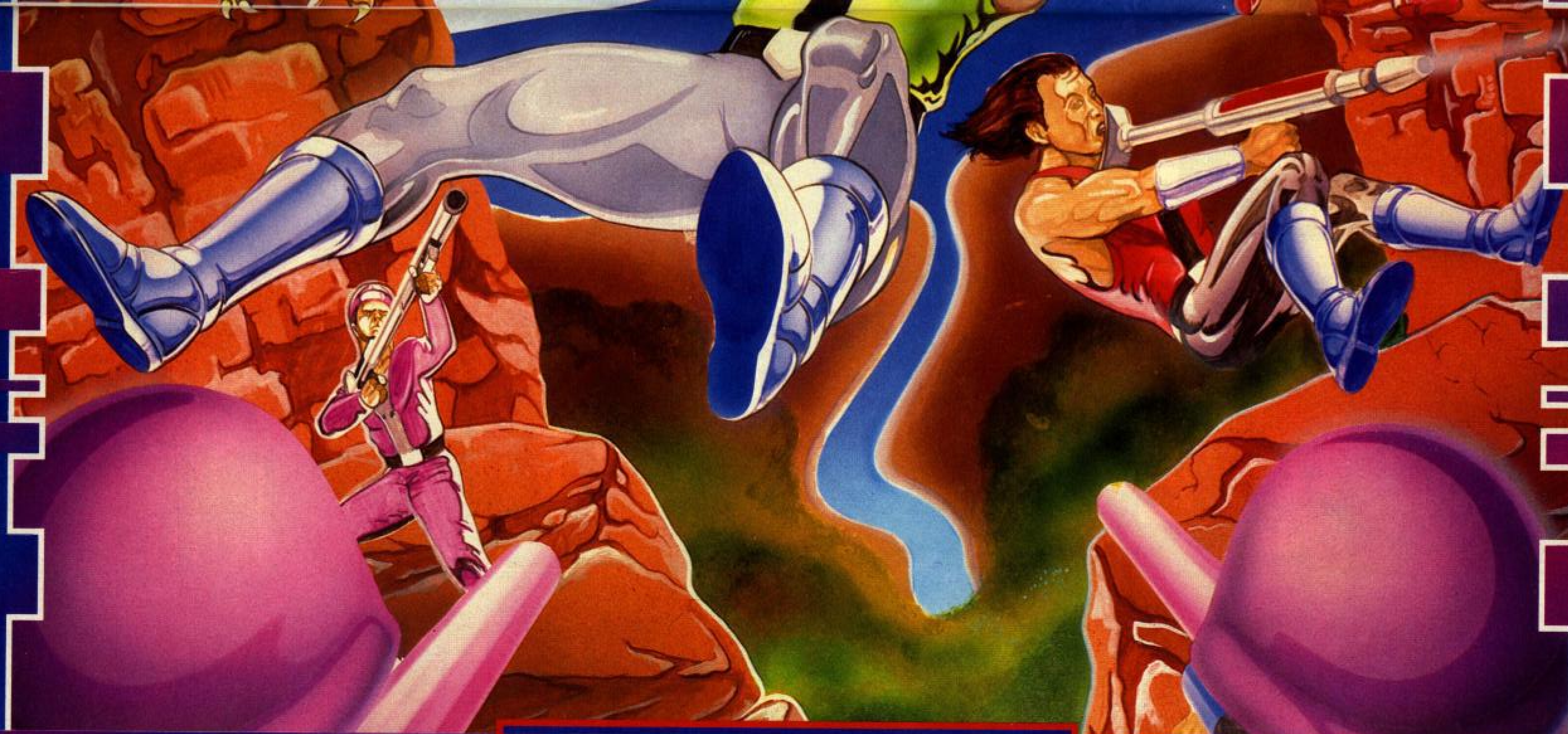
SOUND 71%
Accomplished oriental soundtrack.

HOOKABILITY 90%
Appealing characters and presentation complement the game's simple but addictive qualities.

LASTABILITY 87%
Plenty of levels to tackle, the urge to continue enhanced by a range of uglier and tougher characters to encounter.

OVERALL 91%
An excellent adaptation of the oriental beat 'em up theme, and a good conversion from the comic.


BIONIC™
COMMANDOS



GO!

CAPCOM™

GIANTS OF THE VIDEO GAMES INDUSTRY

CBM 64/128	9.99c	11.99d	ATARI ST	19.99d
SPECTRUM	8.99c		AMIGA	24.99d
AMSTRAD	9.99c	14.99d	IBM PC	19.99d

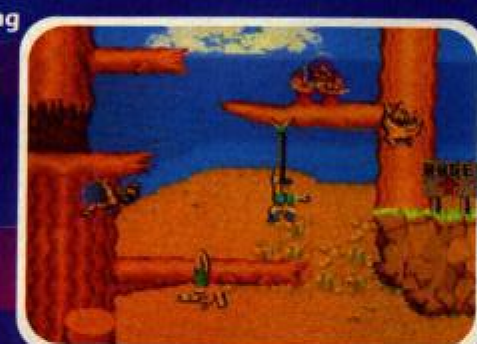




Ten years have pasted since the devastating war when the enemies secret Zargon missiles destroyed our civilization.

The only hope we have of regaining our home world and re-building our lives lies in the hands of our elite force of Bionic Commandos. With their telescopic limbs, sophisticated weaponry and bionic power they must infiltrate the enemy bases, destroy the deadly foe and neutralize their doomsday weapons.

Your skill and their bionic powers are our only hope ......





Screen shots from Arcade Version.

GO! Media Holdings Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

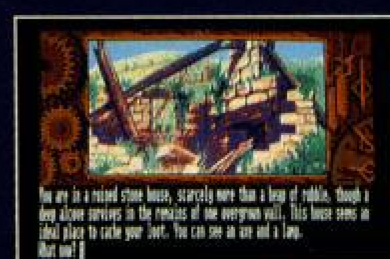
Time and magik

The trilogy



Interactive fiction from *Level 9*







Screen shots from Atari ST version

Three of Level 9's most acclaimed adventures – Lords of Time, Red Moon and The Price of Magik – come together in one package. Each has been enhanced and enlarged with more text than ever before – 60,000 mind-expanding words creating magik and mystery round every corner. There's a powerful new parser, and most disc versions include stunning digitised pictures that help to dramatically heighten the atmosphere.

What the press have said:

LORDS OF TIME: ***"Destined to become a classic"*** – *Computing with the Amstrad.*

RED MOON: ***Best Graphical Adventure or Best Adventure of the Year*** – *Zzap 64, Crash, Amtix, C&VG, CCI, and Amstrad Computer User.*

THE PRICE OF MAGIK: ***"Another superb adventure . . . their best yet"*** – *Commodore User. Also a Crash Smash.*

Spectrum (cassette) Plus 3 (disc)
Commodore 64 (cassette or disc)
Amstrad CPC (cassette or disc)
Atari XL/XE (cassette or disc)
Amstrad PCW (disc)
Apple II (disc)

£14.95

Atari ST
Commodore Amiga
Macintosh
Amstrad PC, IBM PC and compatibles

£19.95

MANDARIN SOFTWARE

Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.

ENQUIRIES: 0625 878888 ORDER HOTLINE: 0625 879920

Available from all good stockists or order direct by sending a cheque or postal order made payable to Mandarin, together with your name and address. Price includes P&P. Access/Visa owners: Phone our hotline or send your card number with your order.

CARD SHARKS

Accolade/Electronic Arts, £9.95 cass, £14.95 disk, joystick or keys

Members of Gamblers Anonymous or solitaire card players should welcome this latest release from Accolade, which provides five card games and six opponents to play against.

After an initial selection of Hearts, Poker or Blackjack (Pontoon), the player chooses his playing partners from a group of characters, including Ronald Reagan, Margaret Thatcher and Mikhail Gorbachev. Each has a distinct personality and card playing ability, and during each game constantly make dry comments concerning the state of play, plus other, more trivial, concerns.

On selecting the Poker option, the player also has Five Card Draw, Seven Card Stud and Hold 'em from which to select his poker styles. The five different games follow the normal rules which are thoroughly outlined in the accompanying booklet.

All aspects of play are automatically controlled, including dealing, betting options and the sorting of cards into numerical and suit order. Play is directed entirely from joystick, although a keyboard option is available.



This is quite a departure from Accolade's previous products, but that's not to say it's in any way less polished. All the games are extremely well presented and are very easy to play. The instructions are fairly comprehensive and as with most gambling games, the ever-present lure of making a profit is a tremendous aid to lastability. The animation on the opposition is pleasant and having reasonably believable characters to play against also helps the atmosphere; I even started berating the other players when I lost! Card Sharks **is simply a very good solo card playing game; if you like the tension of gambling or if you enjoy playing card games, you should benefit from the entertaining action on offer here.**



▶ The moment of truth: the cards are on the table



I wouldn't have thought that computer Poker, Hearts and Blackjack could have been so enjoyable, but because Accolade have converted and presented them so well, they're simply brilliant! The helpful instructions provide the basis with fully explanatory rules, and the appealing and neatly animated characters add the spice and compulsion to play on. Cute detail transforms an average concept into superb execution: the wide range of character expressions from the injured pride of losing to their glee at your abysmal hands; appropriately jolly tunes announcing the winners or the start of a game; characters making witty remarks throughout . . . The three basic games are entirely different and equally enjoyable, all enhanced by the ability to opt out after any hand. Accolade have proved yet again that their combination of playability and polish pays off . . .

▶ Colourful graphics and poker-faced opponents characterise Accolade's latest game



Trust Accolade to turn something as mundane as a poker simulation into something as enjoyable as Card Sharks! **The computer players are great fun to watch, particularly the world leaders who occasionally come out with some extremely humorous remarks. All-round presentation is superb, from the easy-to-use card selection right down to the cards (complete with shadows) spinning across the table as they're dealt. The cartoon-style players are drawn with a pleasing attention to detail, exhibiting such nice touches as blinking eyes, wiggling eyebrows and frowns, all of which are done to perfection. Catchy little tunes match the tone of the game very well. The three games are entertaining if you've never played any of them before, because they're easily picked up after a perfunctory leaf through the manual. This is about as good as a computer card game could get, and** Card Sharks **is definitely worth looking at if you want something different.**



PRESENTATION 92%
Polished and extremely easy to use.

GRAPHICS 79%
Humorous and comical characters with suitable animation, and clear card displays.

SOUND 43%
Amiable tunes and simple whooshing noises to simulate dealing.

HOOKABILITY 82%
Once the rules become familiar, the ease of play provides an instant addiction.

LASTABILITY 91%
Limited only by the player's attraction to card games.

OVERALL 87%
A very well presented package which has just about everything a card player could ask for.

CORPORATION

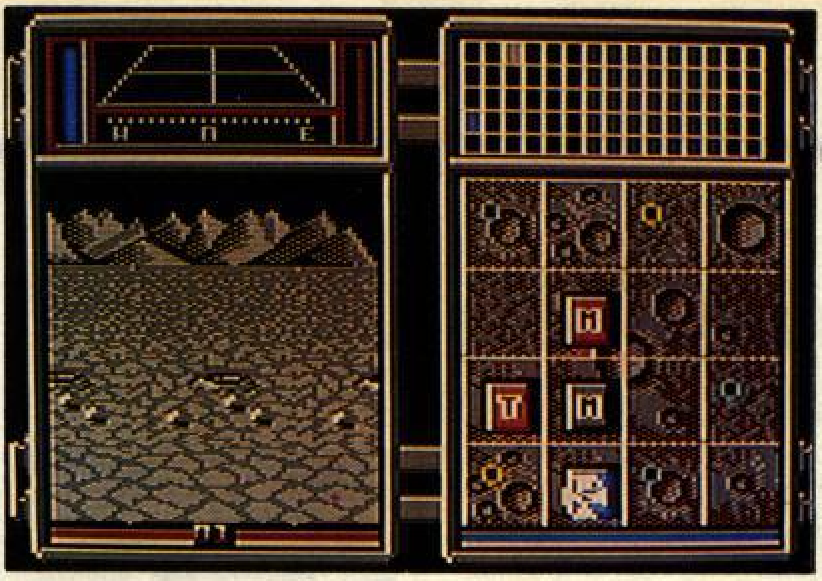
Activision, £9.99 cass, £14.99 disk, joystick only

In the 31st Century individuals have allegiance to one of the all-powerful Corporations.

The player commands a deep space robotic mining team, excavating an asteroid rich in the rare Minorthian crystal. Time is short, however, since the asteroid is on a crash course with a sterile moon.

The game is multiloaded in three stages. The first section provides details about the game: Corporation archives, types of mining craft available, refinery specifications and a mission briefing. The second accesses the Mobile Robotic Unit (MRU) selection screen, from which the game parameters are altered. Three kinds of MRU are necessary before effective play can start: survey craft spot the randomly-placed crystals and identify dangerous unstable ground, mining units pack the crystals into canisters, and trucks return them to the refinery. Additional units such as guns or cloaking devices are used for hostile actions against the opponent.

A third load accesses the game itself. The action always involves two players, but there's a choice of opposition between human and computer. There are two basic screen displays for each particip-



► A simple structure and polished graphics make *Corporation* one to look out for



On loading Corporation **I was at once impressed by the presentation of the plot and background material. Sadly, the game proper doesn't quite live up to initial impressions, and although the idea has tremendous potential the player feels detached from the action because there's little interaction to be had apart from directing units to spots on a map. The destruction of rival machinery is only intimated, where a more involved sub-game would have been better. It's also a pity that you can never actually see other units on the landscape without resorting to the computer zoom.** Corporation **would have been more engaging had I been more of a strategy fan: I wasn't as engrossed as I could have been.**



Although it contains elements of blasting, Corporation **is more a strategist's game. It requires a good deal of planning and thinking; on later levels this expands to two places at once. The first level is easy, even on the most stringent time limit, but later levels incorporate some tricky crystal targets and the action gets tough when you provoke your opponent. Graphically it's very polished, if a little lacking in variety. The information screens are superbly drawn and the landscapes are more than functional. The only problem is the gameplay: it's interesting, and it's the sort of game you'll come back to if you like strategic action, but I didn't find it compelling enough to play more than one game at a time. It's an unusual idea, and for anyone who wants a change from the ordinary, it's definitely worth a look.**



The idea behind Corporation **is commendable, and the blend of strategy and blasting action should have worked well. However, the designers have reduced the theme to its most basic elements and the result is rather boring and repetitive, redeemed only partially in its two-player mode. No single section is particularly outstanding, graphically or otherwise, and the whole just doesn't grab the imagination. The process of mining still holds more than enough content to justify an interesting and strategically captivating game (read about the Rio Tinto Zinc Company if you don't believe me), but the effort made by** Corporation **only begins to scratch the surface.**

GEEBEE AIR RALLY

Activision, £9.99 cass, £14.99 disk, joystick only

Inspired by the air race epics held in 1930's America, *GeeBee Air Rally* puts the player in the hotseat of a 250mph speed plane. To ensure success, a series of 16 courses are completed, each within a specified time limit.

The action uses a 3D viewpoint with the plane in the immediate foreground. Cockpit information registers are also shown, including details of the current altitude, speed and time remaining. The aircraft is flown left and right and has limited climb and dive capabilities, speeding up or slowing down accordingly. However, it must be kept within the course boundaries, otherwise the countdown timer is accelerated.

Collision with other racers isn't fatal – if the plane cracks up in mid-air, the player parachutes safely to the ground. An unlimited number of planes are available – but continued contact results in the player exceeding the allowed time limit. One more chance is given, but if the player is still too slow, the game ends. Finishing a course within the time limit results in a bonus being awarded proportionate to the amount of time left on the clock.



This is very much a derivative racing simulation enhanced by its one innovative feature: being able to fly over or below opponents. However, the 3D landscapes are fast and effective, if lacking in detail, and the animation on the main sprite is impressive enough – although shadows would have given a greater sense of height. The sound effects are limited to some supposedly humorous jingles and standard aircraft engine noises. The only aspects which mar the action are the lack of overall variety and the shortage of realism in the crash sequence: the plane phuts, shoots up and performs a pathetic bellyflop. Otherwise it's a decent and enjoyable game – even with the annoying multiload.

► Just one of *Gee Bee Air Rally*'s 16 courses





Activision have tried a new approach to the racing game formula with GeeBee Air Rally, **but unfortunately there's no disguising that it's just a simplistic** Pole Position **clone. There's no real feeling of speed, mainly due to the lack of oncoming objects, and the unrealistic ground stripes just compound this. Mind you, I did enjoy a couple of games, and found the crash pictures quite humorous for a while. In the end though, the limited gameplay and the very low difficulty level caused my attention to wander. At a cheaper price,** GeeBee Air Rally **would have been a viable purchase, but at £10 I don't think it offers enough entertainment.**

ant. The first shows a grid map of the asteroid. Equipment is directed within the grid system as necessary, and mining/retrieval operations are initiated automatically.

The second is a 3D view from an MRU, allowing visual identification of crystals and opposing craft. If a gun is owned, the opponent's units are targetted and destroyed.

PRESENTATION 86%
Excellent information screens, free grid map, adjustable game parameters and useful instructions.

GRAPHICS 71%
Very good still shots and attractive screen layout; little variety, however.

SOUND 68%
Appropriately stern title track, but little in the way of in-game effects.

HOOKABILITY 61%
Slightly confusing at first, and the simple game elements prove marginally tedious.

LASTABILITY 59%
If you enjoy the action on offer, the random crystal placement and increasing difficulty make the game worthy of repeat plays.

OVERALL 62%
An original and enjoyable concept ruined by lack of variety.

After every fourth race, special courses require the racer to pop low-lying balloons whilst avoiding telegraph poles and are accumulated.

PRESENTATION 68%
Detailed instructions, reasonable inter-game sequences, but an intrusive multiload.

GRAPHICS 65%
Speedy 3D effect tainted by gaudy use of colour. Large and neatly-animated sprites.

SOUND 48%
Functional aircraft engine effects and a couple of jolly jingles.

HOOKABILITY 69%
The speed of the graphics and desire to progress are relatively addictive.

LASTABILITY 35%
Little overall variety and lack of a two-player option overwhelm the game's initial appeal.

OVERALL 57%
A fast and appealing 3D race simulation marred by very limited lastability.

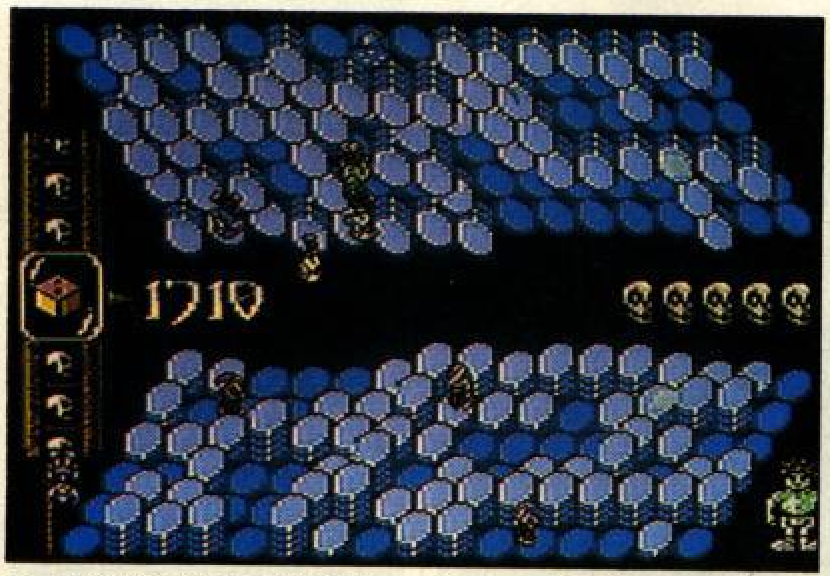
TROLL

Outlaw, £9.99 cass, £14.99 disk, joystick or keys.

The netherworld of Narc is an unearthly land of crystal caverns, populated by a race of goblins. Into this unusual domain has stumbled Humgruffin, a large and amiable troll. His only opportunity for escape is to reverse the spell that put him there by taking the key crystal from every chamber, and placing each one in its amulet.

The caverns are divided into two sections, a landscape and its mirror image above. These consist of crystal columns of different heights: Humgruffin negotiates columns up to two units in height above or below; any higher or lower renders the way impassable.

Random features appear on the landscape to help or hinder Humgruffin in his quest. Pyramids provide transport from the floor of the chamber to the roof, necessary for collecting otherwise inaccessible items. Wandering spotlights provide passage from one chamber to the next, from which goblins occasionally spring. Fruits and bonus objects provide sustenance for a hungry troll and points for the highscore table.



► **Colourful graphics and a jolly soundtrack mask *Troll*'s frustrating deficiencies**



First impressions of *Troll* are very favourable: the music and sound effects are both very jolly and suit the game perfectly. Wandering around, jumping on toadstools, collecting crystals and fruit, walking upside down and killing goblins is great fun . . . for a while. Only after continuous play do its annoying details come to light. For example, some landscape backdrops, although colourful, are obscure: it's occasionally difficult to tell how high the nearest tile column is, and sometimes impossible to see clearly what is on the ground. Humgruffin is unable to jump without running first, so if he's surrounded by blocks (an occurrence regular enough to be frustrating), he's trapped until his energy runs out or a goblin kills him. These faults don't ruin the gameplay, however, and if you're looking for something a little different *Troll* could provide the answer.



Troll has some good points in the shape of lovely sprites, great presentation and original gameplay, but unfortunately they're far outweighed by several niggling quirks. The Troll can become trapped – through no fault of the player – and nothing can be done until he dies, which sometimes means waiting for ages for a Goblin to throw down a hole. Another annoying point is that sometimes the Troll is put on a hole at the start of the screen, and has no way of escaping death. The instructions are also lacking and the soundtrack is nauseatingly jolly and instantly grates. I'm all for original games, but unfortunately Troll has too many deficiencies to make it a worthwhile purchase.



It's a shame that bouncy music, cute sprites and an idea for a game are all that Troll has. When brought together, they've only been able to gel into a confusing and frustrating irritating piece of software that I found neither playable nor addictive. Sloppy bugs such as the ability to become trapped by platforms, unable to move until you die, and instant death by appearing on a hole at the start of new game are an unexpected displeasure. Moving around requires constant platform height measurement, which isn't at all intuitive and is made difficult when all the blocks aren't visible. Moving onto the ceiling exacerbates the problem because the reversed graphics jar with your visualisation of the playing area, reminiscent of the feeling of trying to read a book upside down. The other over-involved gameplay elements didn't invite me any further into Troll and I would advise you to stay away from it also.

Humgruffin is armed with holes which he keeps in his pockets. Casting one of these onto adjacent blocks is fatal to goblins, but they can also do likewise, resulting in the loss of one of his five lives. Contact with goblins results in Humgruffin gradually turning to stone.

Gems collected are displayed in the top right of the screen and when all are gathered, Humgruffin is free to return to his troll's hole and live in peace.

PRESENTATION 52%
Free poster, neatly designed but inadequate instruction booklet, confusing control method and obscure screen display.

GRAPHICS 72%
Colourful and cutely drawn sprites and backdrops marred by confusing 3D effect.

SOUND 74%
Option of music or sound effects, both of which are very polished and jolly. Could prove annoying for some, though.

HOOKABILITY 73%
The compelling game design and variety of elements are immediate attractions.

LASTABILITY 49%
The confusing display and occasionally awkward control method taint the game's depth and playability.

OVERALL 62%
An unusual and moderately appealing game marred by excessive emphasis on luck.

THE REVENGE OF DOH (ARKANOID II)

Imagine, £8.95 cass, £12.95 disk, joystick, mouse or keys

Four thousand years on from the Arkanoid space wars, the dimension controlling force DOH has returned. Threatening the harmony of the universe, it has metamorphosed into an even more vindictive adversary, hiding out in the huge alien vessel, Zarg. Controlling the Vaus II spacecraft – a modified version of the original – it's the player's task to penetrate the ship and annihilate the invader.

bricks are indestructible or require more than one hit, and others simply move when struck. More devious blocks require two strikes to switch them off, but after a couple of seconds they switch back on. In addition, alien life forms, ranging from innocuous spinners to hostile bouncers, descend the screen at random to hinder the craft or the energy bolt.

Letters are occasionally



Don't turn the page! Okay, so this is yet another in a long line of Breakout **clones, but** Revenge of Doh **manages to squeeze the last few drops out of this tremendously over-used genre. It's definitely the pick of the crop, and boasts some smart graphics, brilliant bat animation (just watch it expand), great sound and a series of new and very sadistic screens. The extra weapons really add to the action, and being able to have several different features running at the same time enhances the action no end! Playing with a mouse is the best way to appreciate the game, as you feel you have complete control over the bat. The joystick and keyboard options are still good though, both giving decent feedback to make the bat easy to manipulate. To be quite honest, I feel quite silly recommending yet another** Arkanoid **program – but this really is the best. It's incredibly addictive, highly challenging and constantly drags you back for another go. Even if you've already got a couple of** Breakout **games in your collection, give this one a go and see if you can put it down.**

The Zarg comprises 64 rooms consisting of varied arrangements of coloured bricks. These are destroyed by deflecting an energy bolt off the Vaus, and a choice of mouse, joystick or keyboard control is offered. However, some

released by bricks when destroyed, collection of which endows the Vaus with special features to assist progress. These include a disruptor, which splits each bolt on screen into five; a regenerator which breaks the ball



It would appear that the year has turned full circle: it was 12 months ago that I clawed my way into the ZZAP! office, and one of the first games I reviewed was – surprise, surprise – Arkanoid! **Now, the** Breakout **clone's sequel re-emerges to an even better response. All the mildly annoying aspects of** Arkanoid **are still in evidence: poor joystick control, occasionally inconsistent rebounds and collision detection, but** Revenge of Doh **has so many great new features that these minor quirks are totally forgivable. The gameplay is far more hectic and the action even more compulsive than before, with lasers, splitting balls and my personal favourite, an 'explosion' of hardballs which decimates the screen in one go! As with its predecessor, play is enhanced enormously in conjunction with a NEOS or Commodore mouse.** Revenge of Doh **is just like** Krakout **or . . .** Traz **or** Impact **when played with the joystick, but using the mouse, I reckon it's the** Breakout **variant available to date.**

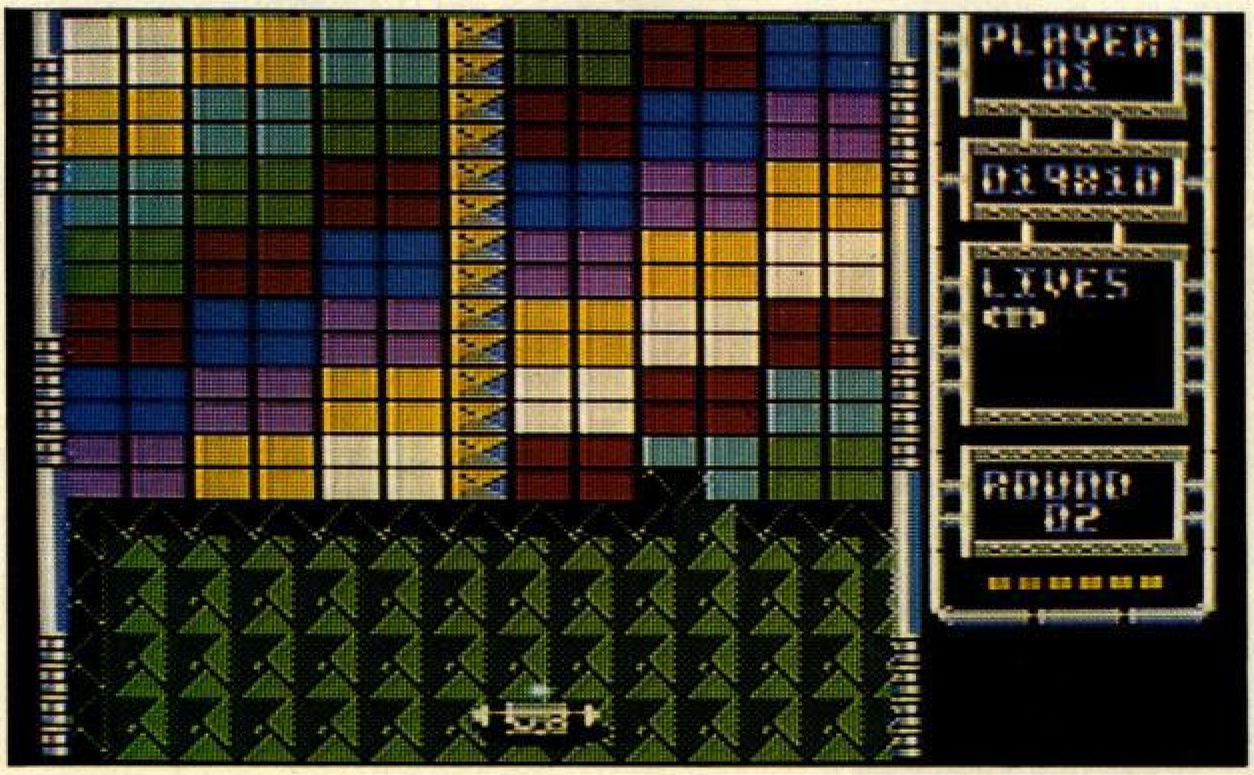
into three components which renew when each is lost; and a special capsule which bestows a random powerful weapon on the Vaus.

Each screen is normally cleared by eliminating all the destructible bricks. Occasionally a warp capsule appears allowing instant access to the next level upon collection.



Combine gorgeous visual presentation with powerful weapon enhancements and frustratingly addictive gameplay, and you have Revenge of Doh. **Graphically it's superb: polished and colourful arcade-quality backdrops and beautifully conceived sprites give the game a wholly professional appearance. In comparison, the sound is simplistic: the major effects consist of the usual basic 'pings' and an occasional, unspectacular jingle. The extra features are what made the** Breakout **revival so attractive, and this has an appealing range of useful Vaus attributes. The mouse is a necessity for the action-packed gameplay; joystick control, as with all these games, is stiff enough to prove crucial in moments of crisis. There are a couple of mildly irritating 'features': the ball sometimes indulges in a random bounce or generates excessive amounts of speed, and there are some screens which are a chore to complete. Ignore these minor annoyances, though:** Arkanoid **was very good but this is even better, and comes highly recommended.**

► ***Revenge of Doh*: the ball strikes bat**



PRESENTATION 89%
One to four player option, many control options and glossy on-screen display.

GRAPHICS 91%
Very colourful and highly polished backdrops with neatly animated and imaginative sprites.

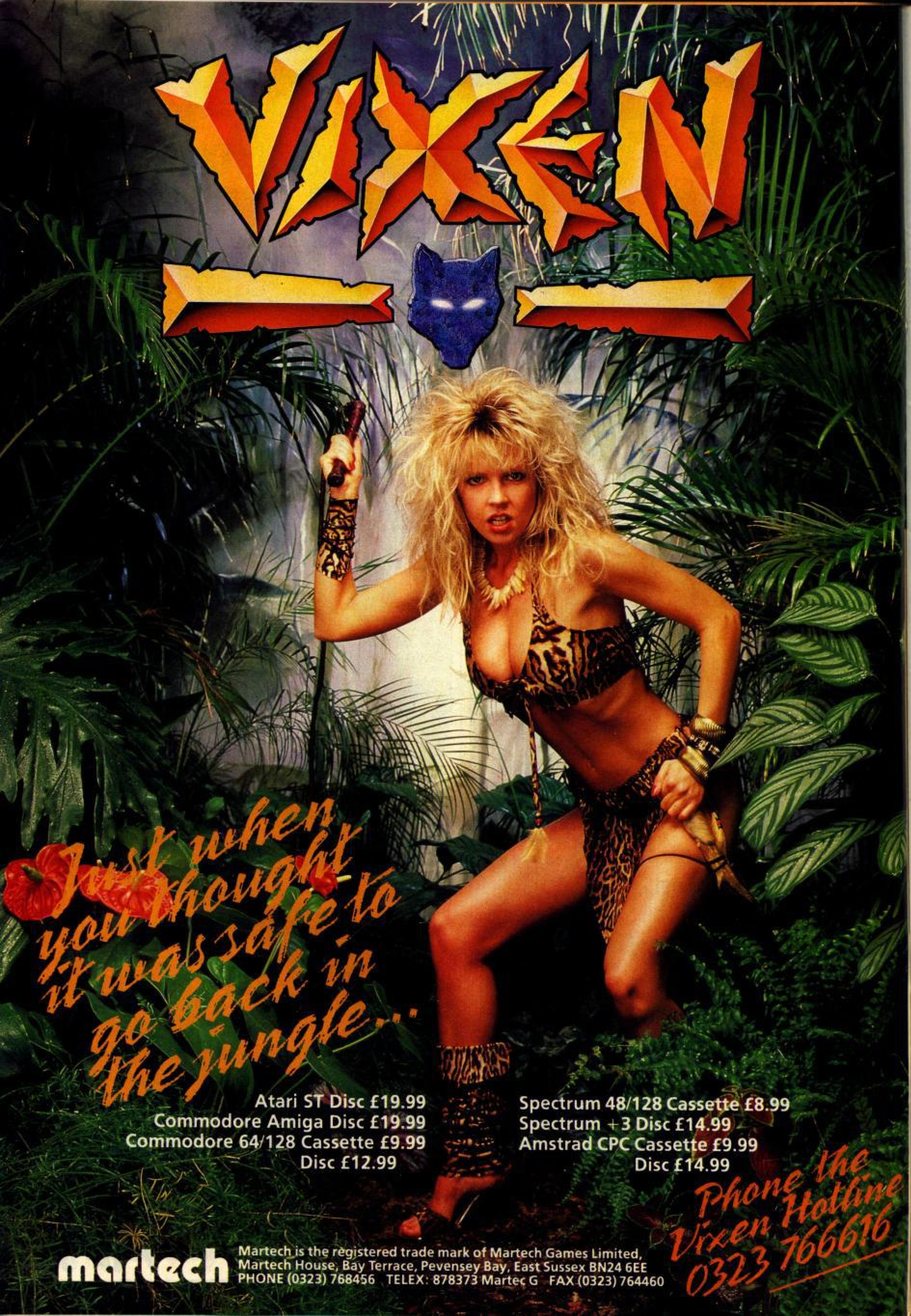
SOUND 55%
A short but appealing remix of the original tunes coupled with functional spot effects.

HOOKABILITY 92%
The attractive presentation, well graded layouts and arcade quality graphics are immediately compelling.

LASTABILITY 87%
Some screens could prove tedious, but the 64 levels provide plenty of action.

OVERALL 89%
Larger and more attractive than *Arkanoid*, and the most accomplished and playable *Breakout* variant so far.


BAD CAT
"The graphics used are of a high standard, the events original and the sound is superb." ST USER
Screen shots from Amiga version.
Its the year 1984 and Los Angeles prepares for the Olympic Summer Games. The dignitaries and celebrities prepare their speeches, and await the huge crowds expected to attend. Beware there are still the straying city-dweller cats – despised by all. The infamous cats are well known for they are planning their own competitive games. Will Bad Cat live up to his name?
PC – 24.99d
CBM 64/128 – 9.99t, 11.99d. AMIGA – 24.99d
AMSTRAD – 9.99t, 14.99d. ATARI ST – 19.99d
TOMORROW'S SOFTWARE TODAY
GO!
GO! Media Holdings Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. TEL: 021 356 3388
Rainbow Arts


VIXEN
Just when you thought it was safe to go back in the jungle...
Atari ST Disc £19.99
Commodore Amiga Disc £19.99
Commodore 64/128 Cassette £9.99
Disc £12.99
Spectrum 48/128 Cassette £8.99
Spectrum +3 Disc £14.99
Amstrad CPC Cassette £9.99
Disc £14.99
Phone the Vixen Hotline 0323 766616
martech
Martech is the registered trade mark of Martech Games Limited,
Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
PHONE (0323) 768456 TELEX: 878373 Martec G FAX (0323) 764460

POWER AT SEA

Electronic Arts, £9.95 cass, £14.95 disk, joystick with keys

It's October 1944, and the Pacific theatre resounds to American and Japanese naval artillery. The Leyte Gulf in the Philippines was to prove one of the most decisive sea battles of World War II, in which the US Fleet first came across Japan's latest weapon – Kamikaze pilots.

In *Power at Sea*, the player takes command of the three-ship Allied Naval Force and guides it through the Leyte gulf on a 96 hour mission to capture four Japanese bases.

The game begins on a resource selection screen where the player chooses the fleet's quota of bombers, fighters, Marines and fuel. Moving to the Bridge screen allows selection of Communications, Damage Control, Navigation and Weapons operations.

The Communications screen monitors incoming messages, while switching to the Damage Control screen shows side elevations of the vessels with hits marked in red.

The Navigation screen displays a map of the Leyte Gulf area with the positions of enemy bases and air strips. A ship symbol identifies the position of the fleet which is navigated along a three-point course, with the option of accelerated time to quicken the action.

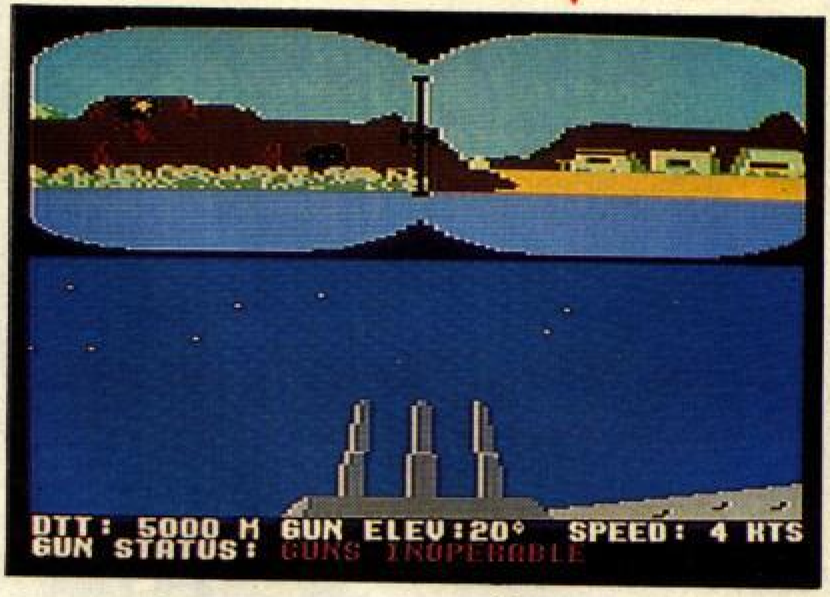
Four battle options are available on the Weapons Operation screen: Launch Planes, Man Large Guns, Assault Base and Man Anti-Aircraft Guns. The former two options come into play when an enemy destroyer is spotted on RADAR. The first offensive to be launched is an air strike for which a number of fighters and bombers are chosen. Viewed from the cockpit, the player controls first the fighters and then the bombers in an attempt to disable the enemy vessel.

Alternatively, the player can wait until the destroyer comes into visual range of the Allied heavy artillery. The display then splits to show a binocular view of the enemy and one over the gun turret. Once in range, and after altering the elevation of the guns accordingly, a volley of shells is fired at the enemy, hopefully with a devastating effect.

The large guns are also used in enemy base attacks. A similar view scrolls from right to left as the battleship moves slowly along the coast, which is riddled with gun emplacements. At the end of the beach lies the enemy stronghold consisting of three concrete bunkers which, if hit, seriously weaken the base. At the end of the bombardment, a report shows the strength of the base, which is vital in determining the number of Marines to send to secure the base.

The final threat to Allied success is that of air attack by enemy fighters. The player controls an anti-aircraft gun and targets planes approaching from over the horizon in order to destroy them before they inflict damage on the fleet.

The game ends when either all four bases are captured or the Allied task force is unable to continue with the mission.



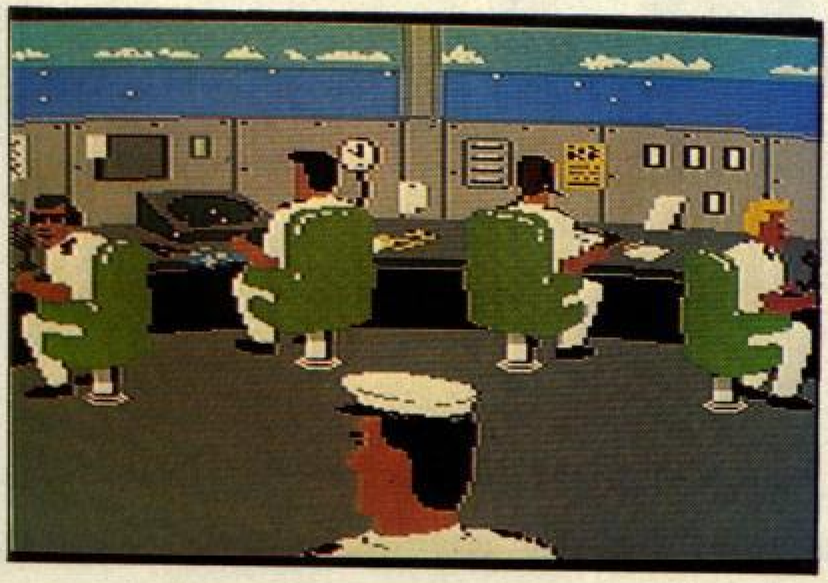
► Up a bit, down a bit, left a bit . . . fire!



The presentation behind Power at Sea **is extremely good, from the lengthy instructions and excellent demonstration mode to the monochrome scene when you're relieved of command. As with** The Train **last month, it brilliantly recreates a wartime atmosphere, chiefly through the use of still shots and newspaper reports. The sound effects are accomplished enough, even if the title track has strong echoes of a 'Stars on 45' naval remix. The only detraction from this high quality is the gameplay: even though the planning of a raid is involved and diverse, the execution of it proves rapidly tedious. Take a look before you buy.**



At first, Power at Sea **seems to be a complex and involved naval simulation, but once you get into it you realise it's little more than a pretentious** Beach Head **clone. It tries to be an 'arcade/strategy' game but is very poor in both of these areas. The 'arcade' scenes are very weak indeed, from the simplistic island bombardment to the uncontrollable aeroplane flights, there's nothing to grab your interest and draw you into the action. The 'strategy' part is virtually non-existent and just involves moving the ships to the next base. One of the most frustrating aspects is the invasion, which is merely a series of naff pictures and white noise sound effects over which you have no control. On the whole the graphics lack atmosphere, and the coarse sound effects add nothing to the proceedings. If you want an enjoyable naval combat game, go for the far superior** Strikefleet.





Simulations seem to be a rapidly multiplying breed on the 64 – a commendable trend in my opinion. Some of the naval ones we've seen recently are particularly good, and have set a very high standard for the likes of Power at Sea **to beat. However,** Power at Sea **sidesteps the direct simulation challenge, and plays as a set of linked ocean-going shoot 'em ups (similar to that golden oldie** Beach Head**). Most of the sub-games are playable enough, but once you discover the trick to beating each one, playing begins to grow monotonously easy. Graphics are sometimes blocky and drab and they let the game down, specifically in the pre-action scenes which could have added even more to the game. It's a pity that these minor flaws weren't spotted by Accolade, because without them** Power at Sea **would have been an excellent game instead of just ranking as a good one.**

PRESENTATION 84%
Well presented both on and off screen.

GRAPHICS 64%
Not as good as they could be, but representative of the action.

SOUND 47%
Average effects compensate for noisy music.

HOOKABILITY 70%
Relatively straightforward, and easy enough to get into.

LASTABILITY 64%
Only one mission to complete, but variable resources give it some lasting appeal.

OVERALL 69%
A reasonable development of the *Beach Head* theme.

ZZAP! TEST

SIZZLER

CYBERNOID

Hewson, £9.99 cass, £14.99 disk, joystick or keys

●Hewson's stunning multicoloured, multiweapon blast 'em up

Evil pirates have ransacked the Federation's storage depots, stealing valuable minerals, jewels, ammunition, and the latest in battle weaponry. The player takes control of the Cybernoid, chosen to retrieve the valuable cargo and annihilate the pirate hordes.

On the title screen, joystick or definable keyboard control is selected, and a choice between music or sound effects is offered. The game proper is displayed as flick-screen terrain bordered by metallic and organic structures and populated by alien pirates and their defences. Above this is an information panel, revealing the number of ships remaining, the score and cargo value, the current weapon mode and number of projectiles remaining, plus the amount of time left to reach the end of the depot.

Defences take the shape of gun emplacements and large pieces of vegetation which fire repeated and fatal plasma pulsers, plus missile launchers activated by passing directly over them. These are eliminated by launching the appropriate weapon(s). Occasionally it's necessary to destroy items of alien hardware in order to access the exit to the next screen.

Pirate formations also launch plasma and contact with this or one of their ships destroys one of the Cybernoid's four lives. When an enemy craft has been destroyed it drops its cargo of stolen objects, which are picked up on contact. These objects alter the ship's appearance and offer external weaponry which is utilised on the more difficult screens. However, should a life be forfeited, all additional weaponry is lost with it.

The Cybernoid is capable of carrying multiple weapons, and apart from standard lasers, the arsenal comprises five powerful systems, selected individually from the keyboard and fired by a long press of the fire button. Bombs destroy large defence emplacements, impact mines halt pirate craft when placed at strategic points, a temporary defence shield renders the ship momentarily invincible, bounce bombs hurl around the screen destroying anything they touch and seekers track down their quarry. Stocks of these items are limited, but pirate ships occasionally drop canisters which increase the currently selected weapons stock by one.

To aggravate the difficulty of the situation, a time limit is imposed on each level. Similarly, if the value of the retrieved cargo is insufficient when the end-of-level depot is reached, a Cybernoid craft is forfeited; if successful, however, bonus points and an extra life are awarded.



Hewson are now releasing software of a monotonously high standard, and this tradition is upheld with Cybernoid, **a sparkling shoot 'em up very much in the same mould as** Exolon **and** Zynaps**. It's fast, appealing and very, very addictive! The subtle blend of frenetic blasting action and devious platform precision provides a tremendous strain on the concentration and patience; only a cool head actually stands a chance of finishing it. I was particularly impressed by the graphics which are extremely smart, stylish and colourful without being gaudy or garish. There are plenty of ships, bullets and bombs whizzing about the screen, and it's often difficult to see what's going on as your ship is enveloped in a shower of debris and enemy fire! The destructive action on offer is so entertaining that replaying the earlier screens doesn't prove in any way tiresome; its challenge is extremely potent and should keep you coming back time and time again (it did me!). My only niggle is having to blindly grope along the keyboard to select extra weaponry – you daren't take your eyes from the screen and it necessitates having the computer nearby. The final touch of polish to an already gleaming product is the soundtrack which is great. Suffice to say that if you only buy one game this month,** Cybernoid **is the one to go for.**



▼ Pirates of the future unite to foil the fighting machine



The visual impression is superb: colourful backdrops, comprise a combination of slimy vegetation and metallic structures to give a completely otherworldly feel. What's really impressive is the amount of movement on-screen, particularly when you've just destroyed a huge green plant that's been spitting plasma bolts at you; even though the action slows down, it doesn't interfere with the frenetic effect. Sonically it's way above average, with a great soundtrack complementing the explosive spot effects. However, there's only one word for the gameplay – brilliant! A multitude of weapons are at your disposal, unobtrusively accessed from the keyboard, with the ability to blast just about everything in sight. The time limitation and cargo requirement features only add spice to the incredibly fast and addictive action. Each level combines quick reactions with occasional pixel-perfect positioning to create a polished, professional and compelling game. Miss it and you're missing the best shoot 'em up so far this year.



▲ The gorgeous backdrops and sprites are complemented by fast and furious gameplay



▼ Frenetic blasting action in Hewson's *Cybernoid*



Here's another winner from Hewson! Combining violent and colourful blasting with a series of fiendishly tricky screens, Cybernoid **instantly grabs your attention and keeps you riveted to the computer. The action is fast and furious, with hordes of pirate craft to blast, plenty of horrid alien vegetation to clear and some very claustrophobic defensive networks to negotiate. Add this to a tight time limit and the fact that you have to pick up sufficient cargo to progress, and you have a very tense and frenetic game. The extra weapons enhance the action even more, and since supplies are limited you're forced to think where and when you should use them. All this is complemented by a some superbly drawn sprites, gorgeous backdrops and a great soundtrack. If you're after a slice of pure arcade action, you can't do much better than** Cybernoid.

PRESENTATION 82%
No two-player option, but joystick or keyboard control, definable keys, music or sound effects and clear, polished screen display.

GRAPHICS 93%
Beautiful shading complements the gorgeous use of colour in the backdrops and sprites, creating a convincing alien feel. The animation is of a similarly high standard.

SOUND 83%
The lengthy, aggressive and suitably stern title music is echoed by the raucous sound effects.

HOOKABILITY 93%
The enhanced weapon potential and graded difficulty make each screen an enjoyable challenge.

LASTABILITY 88%
Plenty of increasingly demanding levels to blast through, the graded frustration level and superb graphics encouraging progress.

OVERALL 93%
An admirably polished and challenging shoot 'em up which maintains the high Hewson standards.

FROM THE EDGE OF
FROM THE EDGE OF



SPACE . . .
TIME. . .

Lost and forgotten. A civilization beyond our understanding and machines beyond belief.

Ring Worlds – their purpose was simple. To locate uninhabited worlds and bleed them dry. But then something went wrong. A programming fault? Possible . . . but irrelevant because hundreds of Ring Worlds are converging on our Solar system devouring everything in their path.

With an entire solar-system to explore, RING WARS features superb 3D action depicted in the most detailed vectors you've seen.

Your squadron is scrambled and you call up NavCom to plot your attack. Your system planet chart is directed to your main display while the outside view is windowed simultaneously on-screen. Multiple targets demand cool calculation as you decide which presents the greatest threat.

Armed with an array of sophisticated intelligence gathering devices you can probe your enemy and engage. Your ultimate aim – to penetrate the RING WORLD diving deeper and deeper into its heart to deliver the killing blow. Can you escape before it kills you.

AND YOU'VE GOT TO FIGHT THEM

Ring Wars – A computer game for the Commodore 64, Spectrum, Schneider/Amstrad, IBM PC and Compatibles and soon on Atari ST and Amiga. Cassette £9.95 Disk £14.95 (ST, Amiga and IBM £19.95).

CASCADE

Cascade Games Ltd.,
1-3 Haywra Crescent, Harrogate, N. Yorks.
Tel: 0423 525325 Fax: 0423 530054

RING WARS

RING WARS is available now from all good software retailers and by mail order. Indicate the items you require, complete the coupon and send it to: **Dept RW, Cascade Games Ltd., 1-3 Haywra Crescent, Harrogate HG1 5BG, England.** or call our 24hr Orderline on 0423 504663

All prices include P&P.

	DISK	QTY	CASSETTE	QTY	TOTAL £
RING WARS Commodore 64	£14.95		£9.95		
RING WARS Spectrum 48/128	£14.95		£9.95		
RING WARS Amstrad CPC	£14.95		£9.95		
RING WARS IBM PC	£19.95				
				TOTAL	

NAME____________________

ADDRESS____________________

____________________ TEL:__________

I enclose cheque/postal order for £_____ made payable to Cascade Games Ltd.
Alternatively, you may pay by Access, Visa, American Express or Diners Club.

Card No. Expires

Please allow 28 days for delivery.
Cascade Games Ltd., 1-3 Haywra Crescent, Harrogate HG1 5BG, England.

SIGNED


WE ARE THE CHAMPIONS
ALL THESE CHART TOPPING HITS
RENEGADE
BARBARIAN The Ultimate Warrior
RAMPAGE
IK+
SUPER SPRINT
RENEGADE
In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! You will encounter the disciples of evil who's mission it is to exterminate the only man on earth who dares to throw down the guantlet in their path – the Renegade. PLAY RENEGADE...PLAY MEAN!
Licensed from © Taito Corp., 1986.
IK+
They called International Karate 'the greatest Karate beat 'em up yet' (Commodore User). And who are we to argue? But ARCHER MACLEAN has come up with a stunner. A third fighter. An amazing animated background. New moves (including double head-kick and a spectacular backflip). Re-mixed music by ROB HUBBARD. And balls!
©1987 Archer Maclean ©1987 System 3 Software Ltd.
SUPER SPRINT
Licensed from Atari Games' original money-spinning coin-op, one or two players compete head-to-head over eight gruelling tracks and four levels of game difficulty. Avoid the hazards and collect golden spanners to enhance custom car features – the key to Super Sprint. With detailed animation and sound effects, Super Sprint brings the best driving excitement ever to be experienced on home computers.
TM & © Atari Corporation 1986. All Rights Reserved. ©Electric Dreams Software 1987
RAMPAGE
The game where the nice guys don't get a look in. Grab your way through Chicago, punch up New York, and jump on San Francisco. Three indescribably nasty characters which bear a remarkable likeness to King Kong, Godzilla and Wolf-man, need you to send them on a rampage in an enduring 150 days of destruction, through 50 different cities.
TM & ©1986 Bally Midway MFG. Co. All rights reserved. Activision Inc.
BARBARIAN
THE STORY SO FAR...
The evil sorcerer Drax has sworn to wreak an unspeakable doom on the people of the Jewelled City unless Princess Mariana is delivered to him. However, he has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess will be released. From the wastelands of the North, comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness and free the Princess? ONLY YOU CAN SAY...
©Palace Software 1987.
AMSTRAD
COMMODORE
SPECTRUM
IN A SINGLE GIANT PACK
ONLY
£9.95
ocean
OUT NOW!
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

ATF

Digital Integration, £8.95 cass, £12.95 disk, joystick and keys

The ATF, or Advanced Tactical Fighter, is another of the new breed of super warplanes which are currently arousing so much interest amongst simulation programmers and players. In Digital Integration's game of the aircraft, the ATF is based in a randomly-generated world wracked by war, its mission to eliminate enemy land, sea and airborne units.

The game begins by showing a map of the war zone annotated with the positions of all allied and hostile emplacements, from factories to sea forces, which are then loaded into the ATF's target database computer. After checking the balance of opposing and friendly forces, the final step before take off is the equipping procedure, where a selected combination of cannon rounds, ASRAAMs, Maverick missiles and fuel are loaded onto the aircraft, bearing in mind that weight is at a premium.

Once in flight, the screen shows a 3D representation of the terrain viewed from behind the ATF, with hills and valleys depicted using an overlaid grid which conforms to the contours of the landscape. Above is a Head Up Display showing thrust, speed, altitude, heading, distance and heading to target, and weapons system activated.

To the right of the main screen is a short-range scan of the area under which is the flight computer display. The function of this screen can be changed to show a world map, weapons status, ATF systems status and target database which displays the distance and heading to any units logged into the flight computer, and also provides missile locks for Maverick missiles. At the base of the screen lies a fuel gauge, message window and a series of warning lights which indicate incoming missiles, whether the ATF is close enough to a friendly airbase to commence an automatic landing procedure, the status of the undercarriage, and whether terrain-following mode is engaged.

Terrain-following mode keeps the ATF at a fixed height above the surface and because this makes the plane more elusive to RADAR, the pilot should encounter fewer SAMs and attacking fighters, which either appear behind the ATF or swoop in from the horizon. Taking hits lowers the efficiency of the ATF's systems.

Acquiring too much damage on all three aircraft ends the game with a bang. The computer then shows the final balance of power and rates the pilot's performance and score.



ANOTHER Stealth plane simulator!? Well, not quite. ATF **tries to combine the more high-brow strategy and simulator formats with a speedy shoot 'em up in the style of the elderly** Buck Rogers. **In the end, this blend isn't successful, and although there's no doubting that the game has its technical merits, it just doesn't play well. The attacking aircraft hinder the gameplay rather than help it, particularly those which approach from behind. The ATF doesn't manoeuvre like a plane in any other flight simulator, so you can't climb or dive away from a fighter until it decides to end its attack, usually not before it's riddled the ATF with bullets. The manoeuvring problem also causes similar consternation when destroying surface forces, resulting in long, tedious periods of flying round in circles, missing targets and being shot down. As an arcade game,** ATF **is boring, and as a simulation it's unrealistic.**



The only feature lacking in ATF **is variety of action. The basic problem is that it falls between the two stools of simulation and shoot 'em up, without attaining the high standards set by either. As a simulation it's lacking in detail: it's unrealistic because you can destroy enemy fighters by crashing into them, there isn't enough control over the ATF and the scenarios aren't diverse enough to warrant lasting interest. As a shoot 'em up it's lacking in intense action and range of movement, since it's impossible to shake off tailing enemies. These criticisms apart, the presentation is superb: the on-screen display comprises a fast and colourful 3D effect with short and long-range maps, and the status report, world map and attract sequence are all neatly polished. Had the depth of the action matched this excellent front end,** ATF **would deserve greater praise; as it stands, it's just an average game.**

► Halted in the midst of advanced tactical fighting.



► Take off into Digital Integration's mediocre mix of shoot 'em up and simulation



PRESENTATION 70%
Joystick/keyboard options and eight skill levels. Very well drawn loading screen.

GRAPHICS 63%
Fast and effective landscape grid spoiled by very mediocre sprite designs.

SOUND 32%
Whining title tune and hissing engine noise.

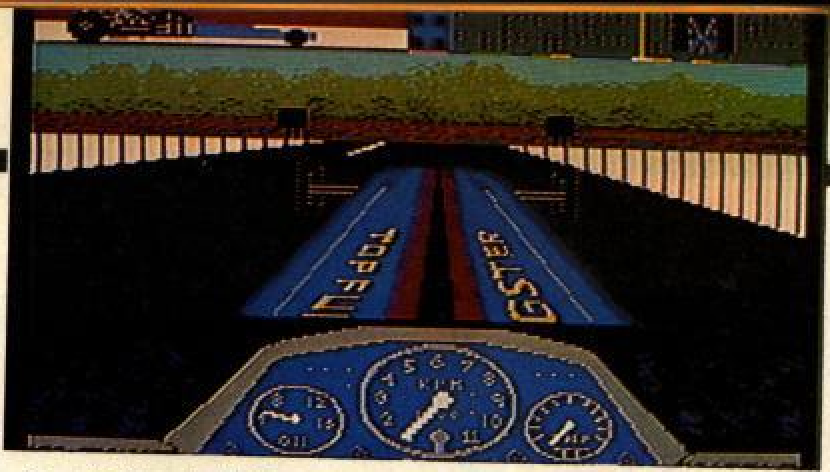
HOOKABILITY 69%
The attractive idea inspires interest, but the unfriendly gameplay is discouraging.

LASTABILITY 49%
The eight pilot ratings only affect long-term play, so they aren't very useful.

OVERALL 60%
Crash-dives between the arcade and simulator stools.

TOP FUEL CHALLENGE

US Gold, £9.99 cass, £11.99 disk, joystick with keys



► Another shudderingly dull practice run in *Topfuel Challenge*

The player of *Top Fuel Challenge* is responsible for all aspects of a drag racing season.

First the number, name, location, class and field size of the event are revealed. Then comes the pre-qualifying selection screen where the track condition, maintenance unit, event details or race qualification options are chosen.

Racing involves burn-outs, a qualifying run and the competition itself. A 3D viewpoint shows the track, with oil, rev and horsepower gauges plus side and overhead views of the racer. When the qualifying run is successfully completed, the speed and time achieved are displayed, followed by performance deta!ls. Racing involves five rounds against increasingly difficult opponents. The drag racer is customised or repaired at any time during the season, and the player's drag-racing career ends when the money runs out.



The technical detail incorporated into Top Fuel Challenge **is extensive; unfortunately, any shred of enjoyment is missing. So many involved, confusing and tedious stages are endured before the race sequence itself. Only when you reach the racing stage do you realise that the effort wasn't worth it. The 3D effect is appalling and the dismal backdrops are remarkable only for their uselessness, and the sound is limited to very feeble engine effects. Even the instructions are poor: most of the game's unspectacular secrets are discovered by trial and error – and the constant tape access is intrusive. If you want to sample racing without any of the thrills, take a look at this.**



Attempting to combine strategyand drivingskills is a laudable idea, but in Top Fuel Challenge **both are incredibly badly implemented. The driving section consists of three badly- drawn views of the dragster as it chugs down the track for a few seconds before the inevitable over-revving causes the engine to blow up. Then it's back to the ropey selection system to fix the engine and onto the driving section again. The same thing happens, and it's back to the ropey selection system . . .**

PRESENTATION 15%
Confusing instructions, intrusive multiload, bland screen display and awkward joystick control.

GRAPHICS 20%
A feeble 3D effect is complemented by dull colours and little overall variety.

SOUND 9%
Weak engine noises; otherwise silent.

HOOKABILITY 17%
Because of the baffling presentation the game too often ends in immediate disqualification or defeat.

LASTABILITY 8%
Plenty of events, all of which are too similar and too tedious to deserve practice.

OVERALL 13%
A slow, uninteresting and appallingly presented racing simulation.

BLOOD VALLEY

Gremlin Graphics, £9.99 cass, £14.99 disk, joystick only

Over the world of Orb, the Archveult of the Valley of Gad reigns supreme. In the spring of each year he chooses a slave to set free, hunt down and kill for sport.

The roles of hunter and hunted are designed for two players, although a solo option is included. The player acting as slave has three different characters to choose from – Thief, Barbarian or Priest.

The movements of Archveult and his quarry are shown simultaneously on a split screen display. Unfriendly valley inhabitants are defeated in hand to hand combat. Food, gold and other collectable bonus objects boost stamina rating and increase bargaining power.

Archveult pursues his quarry and has control over three henchmen who enter combat when the slave approaches. A scroll displays the stamina level of both characters, distance travelled and amount of gold collected. The Hunt lasts five days and a clock displays the countdown.



► Battling through one of the many ill-defined landscapes



Another blend of arcade and role-playing games fails dismally to make the grade. Well, I say arcade, but all this amounts to is pushing the joystick in the direction you want your tiny sprite to run and pressing fire to poke the opposition with his blade. Role-playing doesn't show its face in any great shape or form either, so in the end, the gameplay is so shallow that the interest level plummets wherever your gaming interests lie. Sprite animation is limited to a minimal number of frames and the quality of some of the backdrops shaking past is questionable to say the least. Not a game I'd pay ten pounds for.



The potential of Blood Valley **has been utterly ruined by a combination of abysmal on-screen presentation and monotonous game elements. The graphics are jerky, minuscule and indistinct, and the sombre soundtrack is unappealing. These deficiencies might be excused if the gameplay was interesting; however, it amounts to walking, bashing, collecting and occasionally swapping locations. With two players the boredom is simply compounded: the range of movement is too limited and the action quickly grows repetitive. It could have been a role-player's dream, but as it stands, it's a nightmare.**

PRESENTATION 26%
Evocative instructions but limited available movement and tiny screen display.

GRAPHICS 22%
Gaudy and indistinct backdrops and confusing, if colourful sprites.

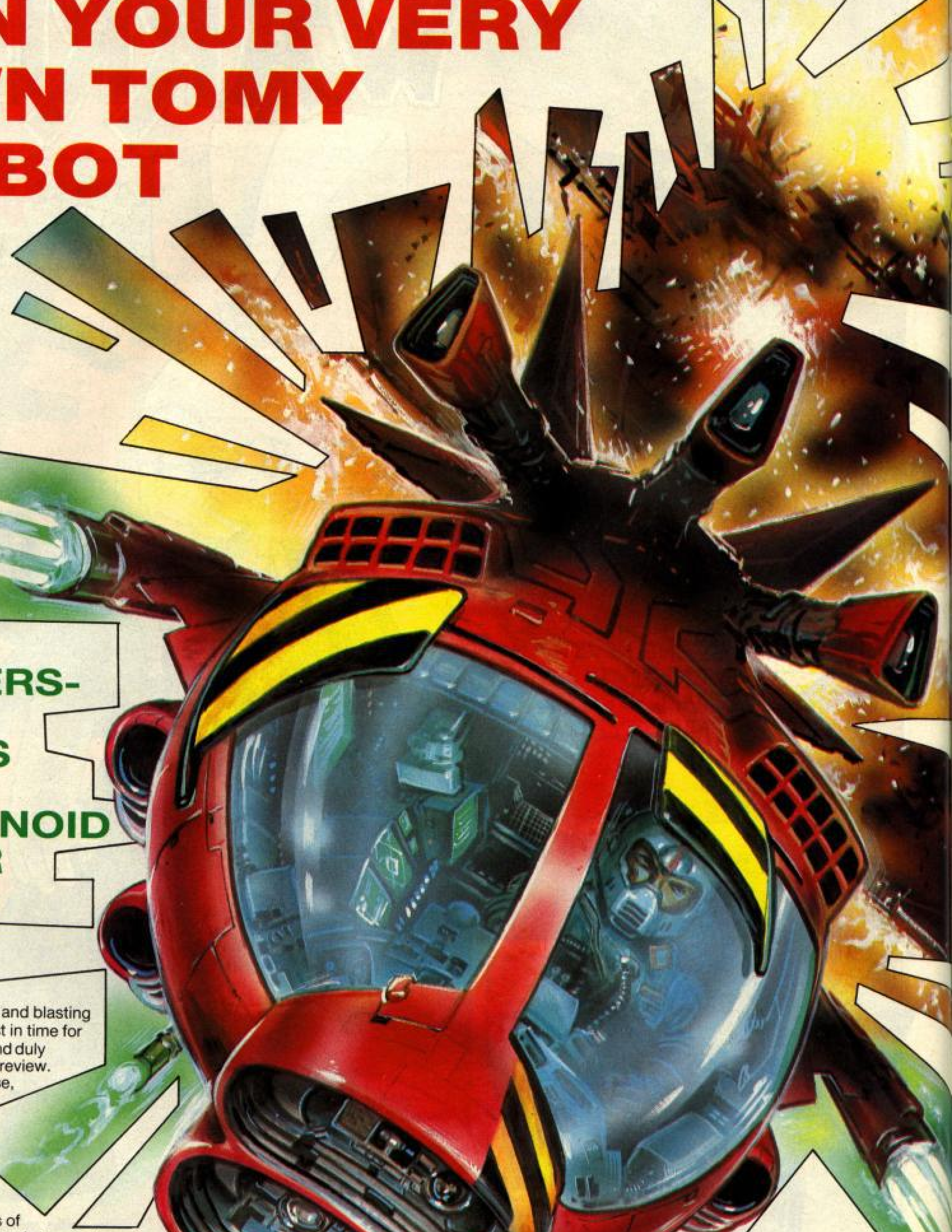
SOUND 29%
No in-game effects, and the title music soon grates.

HOOKABILITY 28%
Feeble game elements and inadequate controls echo the game's repetitive tedium.

LASTABILITY 14%
Dreary and laborious action is only rescued by the two-player option.

OVERALL 23%
A poor interpretation of the role-playing books, consisting of uninspired and unvarying gameplay.

WIN YOUR VERY OWN TOMY ROBOT



50 RUNNERS-UP COPIES OF CYBERNOID UP FOR GRABS

The all-new, bashing and blasting *Cybernoid* arrived just in time for this month's issue, and duly received a scorching review. To celebrate its release, ZZAP! have devised this ever-so-tricky little challenge for all you embryo pirates.

On offer here are more than just pieces of eight: a huge singing and dancing top-of-the-range Tomy robot. Worth well over £120, it's one of the latest developments in robotic toy technology and is currently looking for a home. Even if you don't win it, you may well be one of the 50 runners-up, who each receive a copy of the game.

To win, we'd like you to write a buccaneering tale of marauding pirates. Make the story as silly, sober or surreal as you like, set it in the past, present or future; but, most importantly, *make it no more than three hundred words long.* It doesn't have to be the greatest literary masterpiece ever written, but it does have to be swashbucklingly captivating. Shiver your timbers, don your britches, pick up those quills and get scribbling . . .

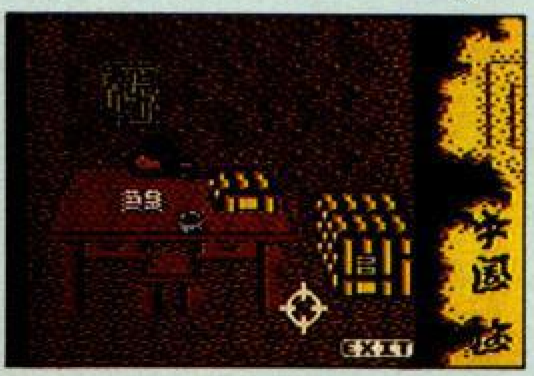
Once you're satisfied with your piratical pen-pushing, send off your entries to the address below: **ROBOT/ WRITING COMPETITION, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB** to arrive before the deadline date: May 6th, 1988. The decision and curious literary taste of the judges is final.

ZZAP! RRAP

Over the past few months I've bemoaned the lack of quality prose, and the generally apathetic tone in your writings. However, this month has seen a marked improvement in the contents of my postbag, with some interesting points to discuss, and even a little puerile humour to add some spice. First we kick off with this month's £30 software voucher winner, who has some positive things to say about multiload software . . .

A MULTILOAD OF PRAISE

Dear Lloyd,
I am writing to you to express my views on the recent influx of multiload software. Two years ago multiload games were virtually non-existent, save for the occasional graphic adventure game. As the market began to demand more from software houses, games were expanded and made graphically and visually more pleasant, which required more memory than the lowly 64K Commodore. The multiload was commonly introduced into several games, dating from the superb *Winter Games* from Epyx to



Ocean's new release *Platoon*. Both of these games, along with many others, have been vastly improved with better graphics, sound and longer lastability due to the larger depth of gameplay: all due to the multiload system.

I think that with multiloader games the Commodore will not become obsolete due to the introduction of excellent machines such as the Atari ST at an affordable price. The reason for this is that multiloading games can, within certain gameplay restrictions, keep on expanding. This will enable Commodore games to keep up with those of the Atari ST or Amiga and prevent the C64 dying out.

The fact that multiload games are becoming more common is good for the consumer in other ways; greater depth of a game means games last longer preventing or, reducing the all-too-common complaint that people complete games too quickly, saving valuable ten pounds notes. Also greater variety can be put into a game, such as in the many sections of *Platoon*, which increase enjoyment and can lessen boredom and repetition – common faults with single-loaders.

In all, I think that multiload games are great, being far



better value for money than other games for reasons discussed above. People who quibble about having to wait three minutes to load a new event on say *Skate or Die* must be mad. This, and other classic games would not have come into existence if it were not for multiload games and I take the pause between loadings as a chance to do homework or get a drink, not a monotonous wait.

Finally there are bound to be software houses who take advantage of people like me who will produce trashy, pointless multiloaders. I do hope that this does not become the case as, at the moment, I can go into any shop and buy a multiload game with a positive assurance of its value for money. I only pray that more games like *Platoon*, *California Games* and *Skate or Die* take the advantage of multiload possibilities in the near future.

Stephen Hewson, Lymm, Cheshire

Having a game split into several multiload levels does give that extra interest and lasting appeal, and I must say I applaud attempts to do this – as long as they work. There's nothing more infuriating than playing for a minute and then having to spend ten minutes rewinding a tape to the right counter position to load the next bit in! I think that multiloads will become more common in the full-priced software range over the next year, and hopefully they'll also become quicker and more user friendly. Apparently Electronic Arts are working on an 'amazing' multiloader which speeds up loading time immensely. We shall have to wait and see.

LM

THE ART OF XEN

Dear Earthlings,
My family and I are in a state of shock! I recently made a trip to your planet and after buying and playing a few Earth games I realised that you sick humans find great pleasure in blasting away poor innocent Martians. What the hell are you playing at? We play at blasting away the horrid creatures from the Andromeda Galaxy (which is millions of light years away from our solar system, for you dumb idiots that do not know anything about other galaxies) only because we have recently been at war with those bugging little things. Have we ever given you any troubles? No way. So, if this doesn't stop we will blast earth to pieces with photon lasers.

Ima Pratt, 7249876 Seventh Drive, Sea of Flames, MARS

Yes, I'm sure

LM

WHERE ARE ALL THE WOMEN?

Dear Lloyd,
Each time I buy ZZAP! I'm never disappointed with the quality of the magazine in general. The cover is always exciting and imaginative, the competitions appealing and its reviews fair and open minded, showing independence that other review magazines lack.

I was interested this month to see a new member of the 'review team', and once again I was impressed with the quality of the reviews.

The only criticism that I see, is the lack of any female presence. Are women not interested in the software review business? Personally, I enjoy working with Computers, and would like to work in the production of software.

I'm sure that having a woman on the review team would provide a beneficial and interesting response from the



public. I also hope that it would encourage more women to play computer games, for at the moment it seems a totally male dominated pastime (women even get funny looks when buying computer games).

Set an example ZZAP!, and throw open a door to a new market.

Miss C Walsh, Warrington

CRASH has recently acquired itself a female reviewer, and ZZAP! has 'girlie' Glenys doing the results page. Both are keen computer players, and I'm sure that there are plenty more female gamesters out there. Perhaps they don't like writing into magazines to air their opinions. After all, you know what they say about empty vessels . . .

LM

I'M NO DODDERING FOOL

Dear Lloyd,

I'd like to reassure AJ of Essex (ZZAP! Issue 35) that he's not the oldest computer gamer around, nor is he alone when he says that he feels embarrassed when looking at the software in shops surrounded by youngsters of 10 and 13.

Having reached the doddering old age of 29, I too feel a little out of place. One trick I've learned when someone approaches is to pretend to look at the educational software or the business section if there is one. I did think of buying a school blazer wearing a pair of shorts, black shoes and grey socks but fear of being arrested in mistake for some sort of pervert prevented me from persuing this course of action.

A good idea I think to attract the more mature clientel into these software emporiums, would be to issue we aged relics with some sort of ID card (like bus passes) which would allow a generous discount of say 40% on all software and hardware. After all we old 'uns need to count the pennies.

On the other hand simply buy a copy of ZZAP! and browse at your leisure in the comfort of your own home.

Peter Dent, Seaham, Co Durham

If, as you say, you want to save your pennies, why not use the ZZAP! mail order. Not only does it save you the embarrasment of fighting through marauding pre-teens, but also gives generous discounts on all the latest games!

LM

EXPRESS PLEA

Dear Lloyd,

I bought a game called Express Raider. I've got to the 8th level. It comes up on the screen, 'you are very tough but use your brains'. I don't understand this. Please could you help?

Darren Davies, Merthyr Tydfil, Glamorgan

Well, can anyone help?

LM

UNFAIR COMPARISONS

Dear Lloyd,

I've been reading ZZAP! since Issue 19 and I think it's excellent. But sometimes I get a bit annoyed. I don't see why games should be picked on because they have a slight resemblance to another game that's more popular. Sometimes some stupid mistakes are made by the reviewers when they start comparing games like this.

For example, *Enlightenment – Druid II* in Issue 31. Julian says 'although *Druid II* is another in a long line of *Gauntlet* clones . . . ' What?

Druid came out before *Gauntlet*, is infinitely better, and *Enlightenment* is a sequel to *Druid* – it has nothing to do with *Gauntlet*.

Another game that gets treated like a God is *Uridium*. How many times has a game been called a *Uridium* clone, been picked on, had a low percentage slapped on it and then been thrown in the rubbish?

Come on! Review games for what they are in their own right.

Jeremy Ball, Western Australia

I think it's quite important that games of the same ilk are compared – knowing which games in a genre are good, and which are bad helps those who wish to make a purchase. Of course Druid II *is a* Gauntlet *clone!* Druid I *came out before the official Commodore conversion, but it was still a clone of arcade* Gauntlet. *The other thing is that if you say it's a* Gauntlet *or* Uridium *game, people instantly know what you're talking about – rather than saying 'it's a multi-directionally scrolling arcade adventure/shoot 'em up with RPG overtones viewed from above . . . ' I think you get the idea.*

LM

YOUNG AT HEART

Dear Lloyd,

I write in response to a letter in Issue 35 from someone calling himself AJ, Essex, who is 28 years old and feels embarrassed looking at software in shops. I'm five months off being 25 and must confess in support of AJ that I tend to feel the same way – when I check out the software in a local shop, invariably there are very young kids there too and it makes me feel a little old and a bit out of place.

AJ is a big kid, but then so am I, and I think it's true to say all males retain the young boy inside for most (if not all) of our lives – and what's wrong with that? It's a mixture of society's image and expectation of us males that when one gets to a certain age, games are 'out' and we must act with more maturity. Personally I like to ignore this, although it's hard to when surrounded by kids aged 12 and under!

Everyone enjoys games (don't they?) and age is only a figure – you're as old your mind feels, and I've stopped at 21 and thus when (if) I get to 60, I'll still be 21 inside. Many may agree, many might not, but there you go – you can't make everyone happy all of the time as they say.

Guy Chapman, Devizes. Wilts

Hear, hear! I couldn't agree more sincerely. In the Great Video Game of Life you only have one ten pence, so spend it wisely, get as much enjoyment and experience from it as possible and do what YOU want to do before that final Game Over sign appears.

LM

A FEW POINTS

Dear Lloyd,

Lack of good quality, useful letters, eh? We'll soon change that. (Who knows when some pesky puppy is going to run wildly through the office and pinch all the Andrex).

Seriously though, I have to agree with you Lloyd. Rrap has become infested lately with people moaning about everything they can moan about (?). What's happened to the humorous letters of ZZAP!'s earlier life. If someone can't afford software the computer was a bit of a waste of time in the first place. If people hate ZZAP! so much why do they buy it?

Some comments and questions:

1. I hate the new recruits' pictures which accompany the reviews. They're gross.
2. Where's Rockford gone? I hated him but I sort of miss him now.
3. Has anyone written a game called *Eddie Edward's Ski Challenge* yet?
4. Welcome back to the Challenge!
5. Is the Scorelord a cannibal?

Well, there you have it. Wasn't that quality?

Michael Donlevy (Scum), Harrow, Middlesex

Quality? Not quite, but some interesting questions nevertheless. 1. If you think the pictures are gross, you ought to see the reviewers in the flesh! 2. Rockford's still around, but he's got a busy schedule these days, and can't make as many appearances. 3. Perish the thought of an Eddie Edwards game, he gets enough publicity as it is! 4. Yes. 5. Only on Wednesdays.

LM

MOANS AND GROANS

Dear Lloyd,

I have a number of complaints regarding ZZAP! 64 which I, and many of my friends, consider to be rapidly lowering in quality.

My first criticism is aimed at you, Lloyd, and it is by no means a new problem. It seems to me that if you receive a letter containing the slightest thing contrary to your own

PENPALS

Oivind Overland, Grotnesveien 28A, 4052 Rogneberg, Norway would like to anyone who is interested in all the latest Commodore titles.
Alan Bell, 75 Baghill Court, Pontefract, West Yorkshire, WF8 2NW wants a penpal he can swap pokes, tips, demos etc. He will answer all letters.
Johan Lingwall, Palbodagrand 31, S-124 48 Bandhagen, Sweden is 13 and will write to anyone who owns a C64 with either a disk or cassette.
Anders Eklof, Plojarvagen 12, 15023 Enhorna, Sweden thinks ZZAP! is the best magazine in the Universe and would like to write to anyone interested in swapping new games and demos on disk.
Angela Howard, 10 Middlefield Avenue, Hoddlesdon, Herts, EN11 is 14 and wants a penpal from either Scotland, Ireland or Wales who isn't under the age of 12. She likes cats as well as her Commodore.
Nicholas Key, 5 Sycamore Road, Chalfont St Giles, Bucks, HP8 4LE is nearly 14 and owns a C64 but also likes cycling and running. He promises to answer all letters.
Mathew Bussenschutt, 14 Sabina Street, Salisbury 5108, South Australia would like a penpal from any part of the world and who is interested in swapping tips and hints for the C64.
Simon Clare, 70 Shirley Avenue, Stoneygate, Leicester, LE2 3NA is 12 years old and wants to write to someone from any part of the world who will swap games and demos with him.
Robert Platun is 15 and owns all the latest C64 games. He also likes tap and hip hop music and you can write to him at 17 Prince Charles Close, Southwick, West Sussex, BN4 4PQ.
John Pospisil, 3/7 National Avenue, Bulli 2516, NSW, Australia would like a penpal who owns a C64 and disk drive and is interested in swapping programs and ideas.
Aarif Janmohamed, PO Box 845, Dar Es Salaam, Tanzania, East Africa has a good collection of games and programs and wants to hear from either male or female penpals.
Alan Barry is 13 years old and lives at 22 Oakton Park, Ballybrack, Co Dublin, Ireland. He is interested in swapping games with anyone around his age and who owns a C64. Promises to reply to all letters.
Stuart Parsons wants to write to anyone around 12 years old and who has a C64 and wants to swap games. His address is: 74 Gravel Lane, Wilmslow, Cheshire, SK9 6LT.
Claire Parsons lives at 74 Gravel Lane, Wilmslow, Cheshire, SK9 6LT and would like a penpal around the age of 11 who is interested in swapping games for the C64.
Paul James, 314 Holt.n Road, Barry, South Glamorgan, CF6 6HW has just bought an Amiga and would like to contact other users to swap hints and tips. He promises to reply to all letters.
Jean Philippe, 1 Allee Des Fresbias Bte 53, 1030 BXL, Belgium would like a penpal from any part of the world to swap the latest games on the C64.
Verhulst Kurt, Verdegemstraatje 12A, 9050 Evergem, Belgium would like a penpal who owns a C128. He is 22 years old and loves two things: ZZAP! magazine and his computer.
Darryl Workman, 36 George Lane, Hayes, Bromley, Kent, BR2 7LQ would like to swap games and information with people who own a disk Commodore. He will be delighted to hear from anyone.
Phil, 57 Ridgeway, Kemsworth, Beds, LU6 3RL would like people to write to him who are interested in swapping games and pokes. He will answer all letters.
Amotz Zakai, Givat Beit Hakerem 4/50, Jerusalem 96268, Israel is 14 and owns a C64/128 and has lots of new games.
Andy, 9 Motherwell Close, Lambwith Estate, Hull, HU8 0AY would like to write to people interested in the latest disk games for the 64.
Marcel Goedhart, Werkhovenstraat gg, 2546 VC Den Haag, Holland is 18 and would like to swap the latest games and demos on the 64. He promises to answer all letters.
Kimmo Into, Itsenaisyydenkatu 12, 26100 Rauma, Finland would like to swap the latest C64 software on disk with a penpal. He promises to reply to all letters.
Mr Kurt L Manley, 3 Burnt Oak Fields, Edgware, Middlesex, HA8 0BZ already has a penpal from Greece but would like to write to more people.
Glen Bellamy, 1 Lowmead Walk, Park End, Middleseborough, Cleveland, TS3 0BY is 15 and would like a penfriend from any part of the world. He is a loyal reader of ZZAP!
Colle Filip, Benninsburgstraat 164, 9030 Gent, Belgium is 16 years old and would like to write to anyone who uses Compunet and makes demos and who would like to swap disk games.
Tony Williamson, 175 Pinfold Avenue, Norton, Stoke-On-Trent, Staffs, ST6 8JZ is 14 and would like a penpal aged between 12 and 16 of any sex and from any part of the world.
Blake Shortland, 24 Victoria Crescent, New Lambton Heights, 2305, 529462, Australia is 12 years old and wants to write to someone from England with plenty of games and cheatmodes.
Karl Snitchler, 2 Short Place, Emu Ridge, ACT 2617, Australia is 17 and a signwriter by profession and would like to swap ideas, game and tips with any males or females around the same age.
Tom Passon, Buitenpepers-dreef 138, 5231-HH, S-Hertogenbasch, Holland is an Amiga owner and wants to write to people to swap software.
Jerry Chanon, P O Box 9084, Main Terminal, Ottawa Ontario, K1G 3T8, Canada would like to write to people from any part of the world about his C64 and swapping hints.
Paul Moger, 2 Brassington Place, Fadden ACT 2904, Australia and wants penpals from all over the world to swap hints, tips, games and programming ideas.
Stig Pasanen, Ivlyllylammentie 9, 40630 Jyvaskyla, Finland would like to swap hints and tips with anyone from any part of the world.
Karen Ruthven, The Meadows, Tomaig Road, Campbeltown, Argyll, Scotland, PA28 6PE is 13 and wants penpals of any sex and promises to answer all letters.
Laura Graham, 23 Glebe Street, Campbeltown, Argyll, Scotland, PA28 6PE wants a penpal of any sex and promises to answer all letters.
Yousif Abdullah, PO Box 50187, Hidd, Bahrain wants penpals from any part of the world to swap games with them.
Miss M Hannam, C/O WO2 Hannam, SFA, ADSR, BFPO 32 is 14 years old and living in Germany and is interested in Play By Mail and owns a C64.
Frenk Janse, Valthe Stre. 50, 2545 TC, Denhaag, Holland would like to swap games, hints and tips with anybody, anywhere, especially adventures.
Fredrik Wismar, Mortulle V 10, S-230 44, Bunkeflostrand, Sweden wants to write to people all over the world who want to swap games, hints and tips.

opinions, your reply tends to consist of patronising, condescending and downright rude statements. Surely this is no way to treat the beliefs of your readers (who, after all, are the reason your magazine is where it is today). I suppose, mind you, that the quality of the letters leaves a great deal to be desired, but that's still no excuse.

Secondly, I am fed up with all this superfluous sensationalism slapped all over the front cover every month. When I pick up the magazine I often wonder if this is the computer industry's equivalent of The Sun – and reading the contents doesn't usually convince me otherwise. Your titles and articles are packed with superlatives and gushing adjectives (perhaps meant to be taken as a joke, but that makes no difference) which really cheapen the magazine. This is not helped by the loud and tasteless colour of which ZZAP! consists 100%. It is my opinion that this is an attempt to compensate for the deteriorating contents.

Also, why do you stoop to the pathetic level of 'slagging off' other rival magazines. The classic example being a few months ago on the cover when you showed a ZZAP! spaceship destroying the ships of your major competitors (*Issue 25 actually, a year ago* – **LM**). Sad. If you are better than them (and I often wonder) this will be apparent by a simple comparison.

A final word. Stop being so egotistical and mistreating your readers and go back to your old ways when ZZAP! was a quality informative computer magazine.

I hope you'll respect my opinion and print this letter. If not, it will only strengthen my fears that you are an organisation practising self-protected censorship which is unhealthy for everyone.

Nigel Underwood, Caversham, Berks

What?! Me, patronise such an obviously grown-up and nice fellow such as you. Tsk! Tsk! Should I do such a terrible, terrible thing? Seriously though, I do get quite rude sometimes – but that's usually when the letter I'm replying to doesn't balance its criticisms or arguments, or is generally unpleasant in tone. I can't quite follow your tack on the 'sensationalist' coverlines. They're supposed to be there to attract and inform people as to the contents of the magazine – a boring series of coverlines would only lead one to suppose that the rest of the mag was as bland. The same goes for comments. Who wants to read dull and uninteresting critiques? As to the 'slagging off' of other magazines, I don't think we've mentioned anything derogatory about another magazine in months, and I hope that that will continue.

LM

KILLER FOOL

Dear Lloyd,
How are you all this very fine spring day?

What is that you're all on at the Towers, it must be good. I think you're a bunch of meanies, do you have to do such cruel April Fools.

As if ever you could get an Amulator for the 64, for a start, Commodore wouldn't even let them do it, so give us a break guys. You can imagine all the kids saying 'C'mon, Mum get us an Amulator will ya'. 'OK, son but you won't get no pocket money for a few months'. 'Oh, that's OK. Great. Fantastic, I'm getting an Amulator. Just wait 'till I tell all the guys at school'. Off he goes skipping and jumping with joy.

Then one day he finds out it was only an April Fool. I think he'll be on a right downer don't you? Could become fatal for the poor kid. And just what would all his mates say to him at school eh!

Just one more thing, you've got a great mag here and keep up the great work. I think that PG seems a bit of a div though so perhaps you could donk him around the head a few times to knock some sense into him.

If you don't print this just tell all those out there that read this great mag, to stop complaining and just enjoy it while you've got it.

Kev, Tiverton, Devon

OOPS!

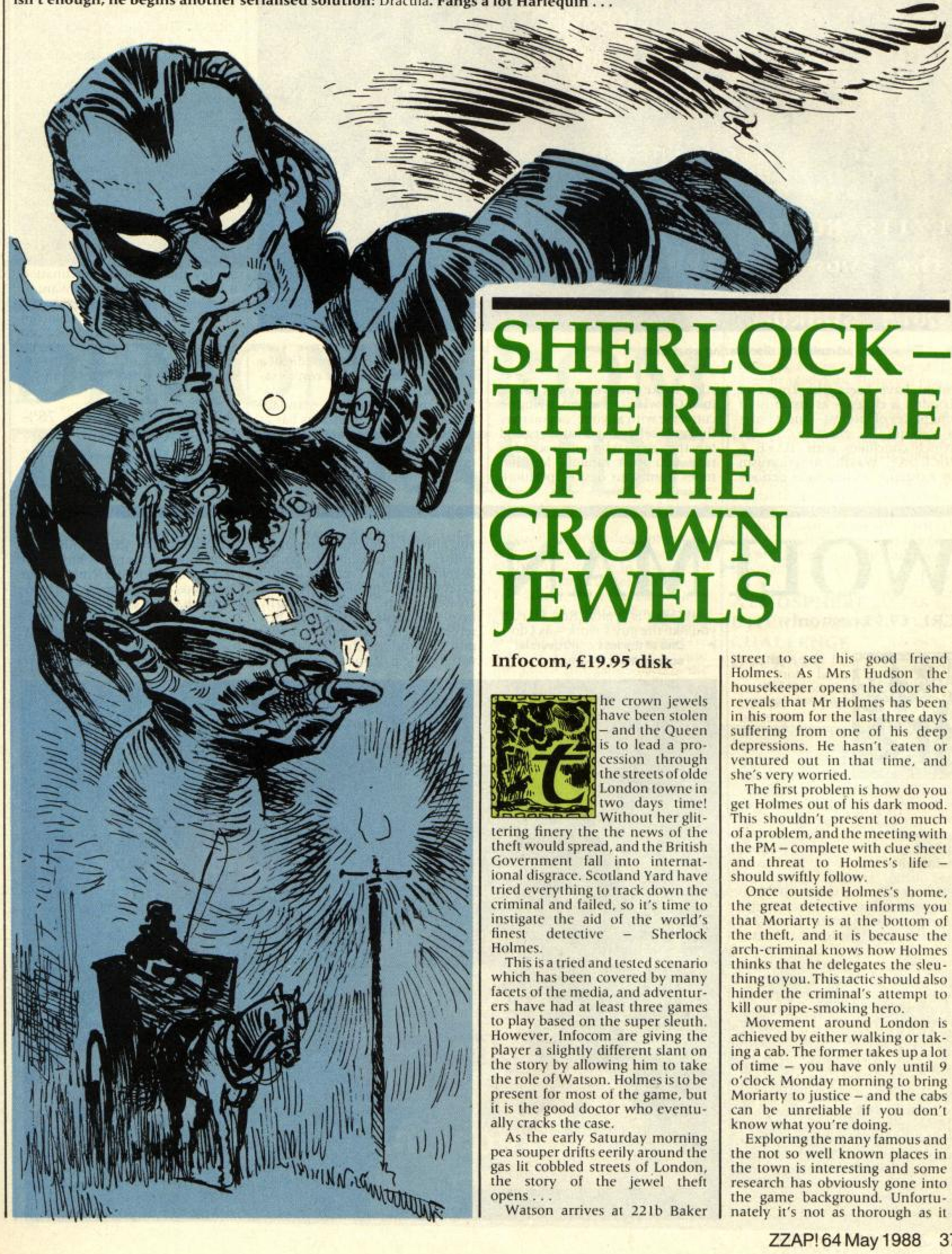
Dear Lloyd,
I'm writing to ask for more information about the new Amiga Emulator that 'Blue Tec' have now manufactured. I think this a great idea, and by the way how big is the drive which comes with it.

Martyn Beeby, Pudsey, Leeds

Heh! Heh! Heh! It's nice to know that we caught a few of you with our April Fool. By the way, I hope you like the new-look Rrap pages – they've been in need of redecoration for months now. If you're finding something particularly aggravating, stimulating, infuriating, worrying or whatever, write to me and air your views and I'll do my best to you're scribing printed. LLOYD MANGRAM, ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB


VAMPIRE'S EMPIRE
GREMLIN
Atari ST
SPECTRUM £8.99 Tape
SPECTRUM +3 £12.99 Disk
CBM 64/128 £9.99 Tape £12.99 Disk
MAGIC BYTES
Atari ST
AMIGA £19.99 Disk
ATARI ST £19.99 Disk
AMSTRAD £9.99 Tape £14.99 Disk
Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

This month ol' Harley babes dons a deerstalker and busies himself with some super-sleuthing in olde London towne courtesy of Infocom. Bitten by the werewolf bug last month, our diamond infested hero once again tackles lycanthropy and takes a look at Rod Pike's latest horror, Wolfman. **The** Demon From The Darkside **also does his best to end the Harlequin's reign – but fails. And if all that isn't enough, he begins another serialised solution:** Dracula. **Fangs a lot Harlequin . . .**



SHERLOCK – THE RIDDLE OF THE CROWN JEWELS

Infocom, £19.95 disk

The crown jewels have been stolen – and the Queen is to lead a procession through the streets of olde London towne in two days time! Without her glittering finery the the news of the theft would spread, and the British Government fall into international disgrace. Scotland Yard have tried everything to track down the criminal and failed, so it's time to instigate the aid of the world's finest detective – Sherlock Holmes.

This is a tried and tested scenario which has been covered by many facets of the media, and adventurers have had at least three games to play based on the super sleuth. However, Infocom are giving the player a slightly different slant on the story by allowing him to take the role of Watson. Holmes is to be present for most of the game, but it is the good doctor who eventually cracks the case.

As the early Saturday morning pea souper drifts eerily around the gas lit cobbled streets of London, the story of the jewel theft opens . . .

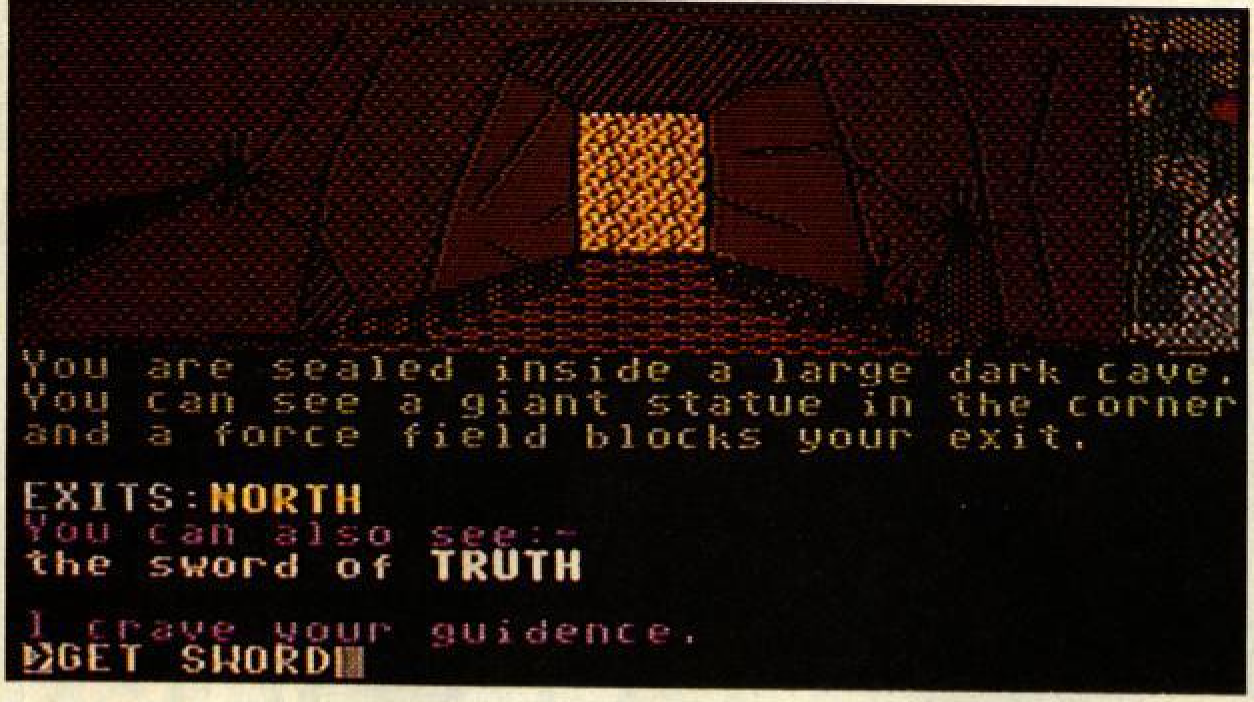
Watson arrives at 221b Baker street to see his good friend Holmes. As Mrs Hudson the housekeeper opens the door she reveals that Mr Holmes has been in his room for the last three days suffering from one of his deep depressions. He hasn't eaten or ventured out in that time, and she's very worried.

The first problem is how do you get Holmes out of his dark mood. This shouldn't present too much of a problem, and the meeting with the PM – complete with clue sheet and threat to Holmes's life – should swiftly follow.

Once outside Holmes's home, the great detective informs you that Moriarty is at the bottom of the theft, and it is because the arch-criminal knows how Holmes thinks that he delegates the sleuthing to you. This tactic should also hinder the criminal's attempt to kill our pipe-smoking hero.

Movement around London is achieved by either walking or taking a cab. The former takes up a lot of time – you have only until 9 o'clock Monday morning to bring Moriarty to justice – and the cabs can be unreliable if you don't know what you're doing.

Exploring the many famous and the not so well known places in the town is interesting and some research has obviously gone into the game background. Unfortunately it's not as thorough as it ▶



▶ **Elementary adventuring: discovering what's on**

might have been. The Tower of London is closed – as are most of this places of interest – and it bears a sign to this effect . . . a sign which concludes with 'HAVE A NICE DAY.' Was this Americanism in existence in this time period? Also, make sure you're not sitting in a Growler cab when trying to converse with anyone, or you may find yourself being misunderstood buy the cabbie who will proceed to take you to a random location miles from your desired position. This small bug can prove very annoying when in the middle of a deep and meaningful conversation with a local.

The page layout is standard Infocom style with a status bar at the top of the screen and the more than adequate text descriptions smoothly scrolling beneath. The disk supplied includes both 64 and 128 versions, although an 80-column monitor is required to play the latter.

The overall feel of *Sherlock – The Riddle of the Crown Jewels* is one of interest. The locations, most of the conversing and the puzzle solving are straight forward and suitably periodic. Unfortunately, once in a while there is a slip and you find yourself back in the present day sitting in front of your computer. The pigeon puzzle, the notices placed on certain buildings and the slightly feeble reason why you may not go in some directions – 'A CROWD OF TOURISTS PUSHES YOU BACK' – all help to kill the atmosphere that the previous few pages of text had so lovingly created. However, the initial ease with which the game allows you to play and the overall inclination it builds up to make you want to crack the case helps to compensate for these minor glitches. Infocom have once again produced an above average adventure . . . even if it's not as high as some of their previous offerings.

ATMOSPHERE	78%
INTERACTION	79%
CHALLENGE	84%
OVERALL	81%

WOLFMAN

CRL, £9.95 cass only

Rod Pike writes a good story. His previous adventure exploits have impressed me – *Dracula*, *Pilgrim* and *Frankenstein* – and so it was with some anticipation that I loaded *Wolfman*.

A young man wakes, covered in blood, memories of a night of horrors flood his mind. The body of a naked, brutally murdered woman is found in the town, her throat has been savagely torn out. Rumour that the werewolf curse has returned spreads through the populace like wildfire. The man, frightened and confused, slips into the shadows . . .

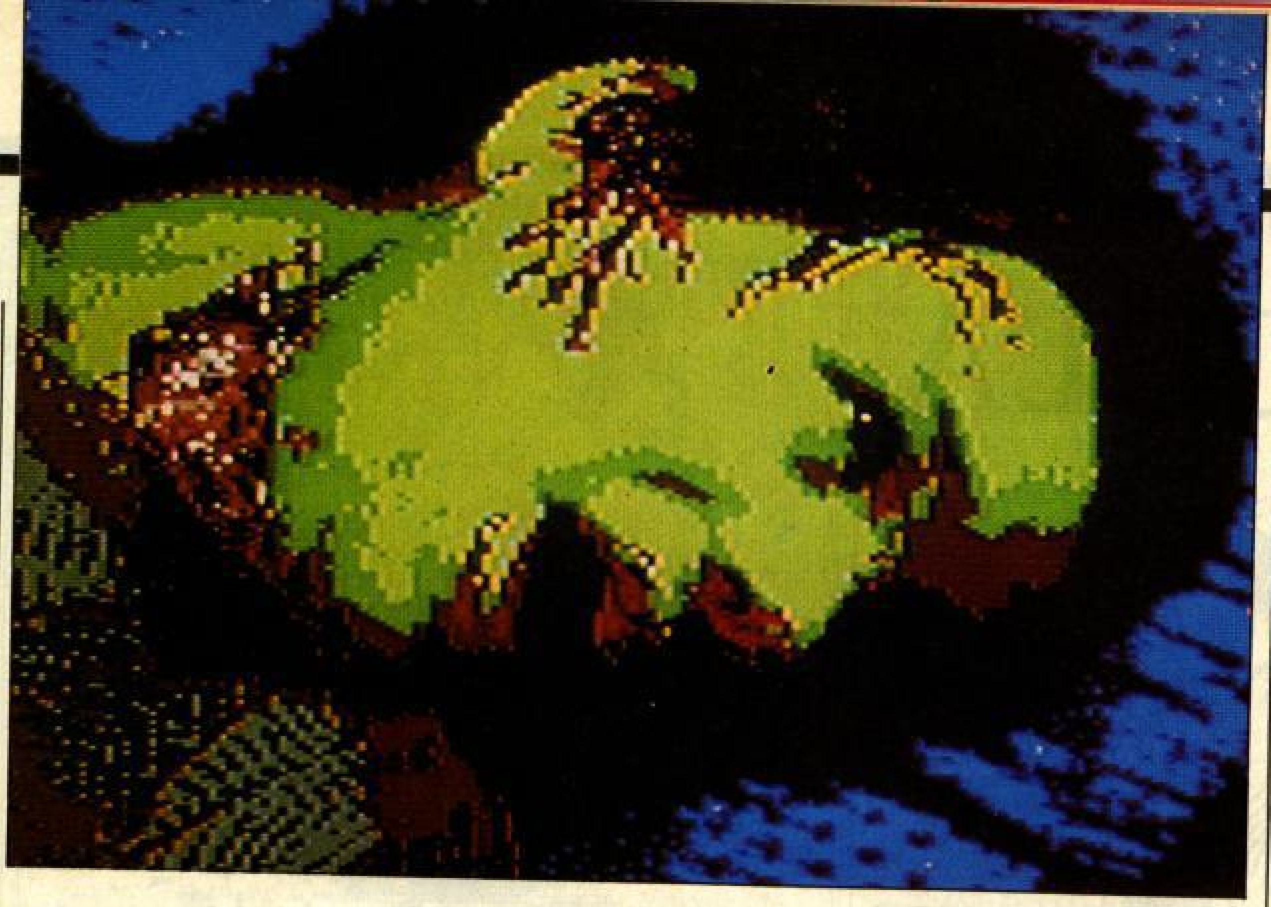
Wolfman is in three parts. The first involves you as the anti-hero realising, and trying to come to terms with, the fact that you're a werewolf. You must fight the curse, resist the temptations of flesh or be forever plagued by the nightmare. Part two allows you to take the role of Nardia, the girl who falls in love with the man who is the werewolf. The main aim of this section is to survive a night in bed with him without getting your throat slashed. The third part involves avoiding hunters and finding the monastery of Fi Shan which is reported to have the cure to your curse.

Wolfman is typical Rod Pike. If you like the guy's work – as I do – you should enjoy this offering. It utilises what I assume to be the *Graphic Adventure Creator* to the full extent of it's capabilities. Rod has created an extraordinarily involved game. From the first screen full of text, you're drawn into the world of the lycanthrope with the help of vivid descriptions that positively drip atmosphere onto the keyboard. Some of the puzzles are a little obscure, but the storyline urges you on to battle through to the end.

Admittedly there are one or two little programming errors which deviate from the near perfection of the prose, but none are too obvi-

▶ **One of the less controversial scenes from *Wolfman***





ous to distract you from the eerie ambience created. The three parts together with the great storyline and absorbing text make *Wolfman* a must for all adventurers, even if the graphics are a little over the top.

Two versions of *Wolfman* are to be released, one which does not require a board of censorship certificate due to it's static, although gruesome, graphics and an animated version which, due to the rather odd video censorship laws does. The certificate awarded to the moving version is an '18'.

ATMOSPHERE	87%
INTERACTION	72%
CHALLENGE	78%
OVERALL	79%

DEMONS FROM THE DARKSIDE

Compass Software, £2.50 cass

First released on the Spectrum and subsequently reviewed in the December '86 issue of CRASH, — it achieved 84% — *Demons From The Darkside* is now available to Commodore 64 users.

Long, long ago, during the age of the Ring master, a Falcon staff fell into the hands of Drakon, the Wizard of Valonia. Drakon was loath to destroy such a prize and kept it safe, not knowing that it would eventually turn to the dark side of evil (has evil got a light side?) and take the wizard with it. Soon the power of the staff had completely overwhelmed Drakon and immersed him in great magical powers with which he summoned forth shadow demons to conquer the lands of Valonia. Drakon walked among the vanquished, wearing a golden mask so as not to be recognised, and took their souls to feed the skull of evil which stood in the hall of rats.

Eventually becoming miffed with this evil mage violating his buddies' souls, Ashmeard, the nice old wizard of Dral, stole Drakon's mask and forced him to seek refuge in the cave of Illindel.

Ten years have passed and slowly, menacingly, the demons are returning to stalk the Earth. As the dark forces grow so Drakon returns.

You play the role of Morrack, apprentice to Ashmeard. It's your task to find and kill Drakon and retrieve the Falcon staff while Ashmeard stays in Dral to fight the demons. You must succeed before the main army of dark forces crosses the lake.

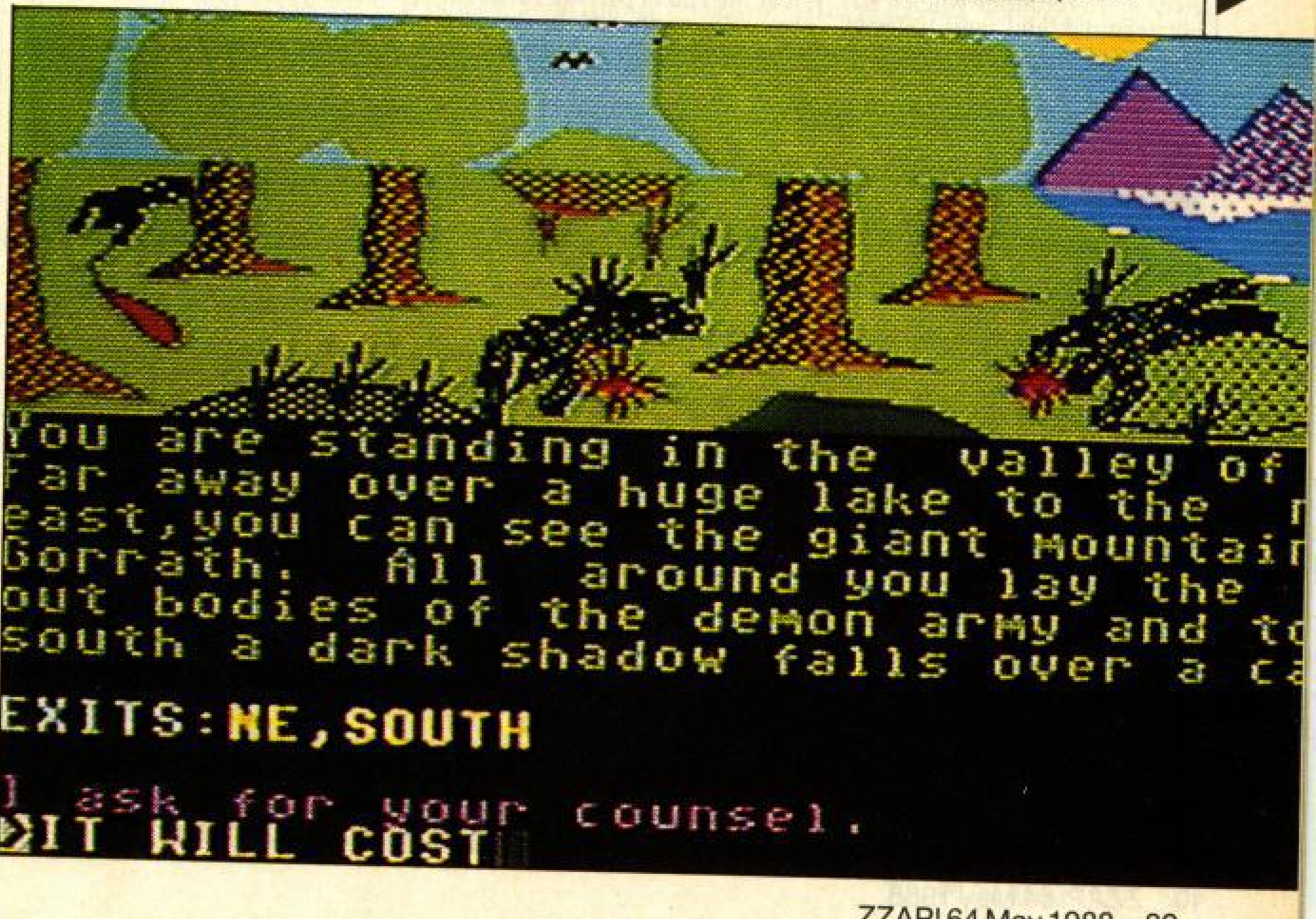
Written some time ago using the *Quill* and *Illustrator* from Gilsoft, *Demon From The Darkside* offers little innovation. The graphics are very basic, the full potential of the *Illustrator* has not been used and the location/event descriptions are sparse. Spelling mistakes and inconsistencies are in abundance and the puzzles are often obscure. The dragon is far too easily dealt with – 'KILL DRAGON' would you believe – and some of the spells available leave you guessing as to their use. Even taking into account the age of this game, corn is rife throughout: inserting rubies into eyes to move statues, blowing horns to summon ferrymen and throwing bones to dispense with three headed dogs. The game even includes the river Styx.

The price of *Demons From The Darkside* sways the balance in it's favour but the overall feel of the game is out of date. It has all been done before . . . and better.

Demons From The Darkside is available mail order only from Compass Software, 111 Mill Road, Cobholm, Gt Yarmouth, NR31 0BB. They have promised further releases, let us hope they are more original.

ATMOSPHERE	36%
INTERACTION	32%
CHALLENGE	38%
OVERALL	35%

► **Will the Truth out or will the darkside demons prevail?**



DRACULA

CRL





SERIALISED SOLUTION NUMBER TWO (PART ONE)

Dracula was released for the Commodore 64 over 12 months ago amid a hail of publicity: it was the first piece of software to gain a Board of Censors' certificate. This successful selling aid has been utilised by CRL ever since. I refer to *Frankenstein* – which was actually awarded an 18 certificate when it didn't really need one as it only incorporated static graphics. Then came *Jack the Ripper*, also given an 18 certificate when it was not required, and now *Wolfman*, the animated pictures of which do necessitate an 18 certificate. All these marketing ploys do not detract from the fact that all four adventures are very good.

On with the adventure: when you alight from the coach, pay the man and he'll let you pass. Enter the inn and go south to the reception desk, examine it and ring the bell. When the innkeeper appears sign the register and then read it to discover your name – useful to know when the coachman asks for it at the end of part one. Take the key. Go north and up to your room, unlock the door, open it and enter. Looking around the room will reveal an open window which needs to be shut. Examine the table and open the drawer, get the match, strike it and light the lamp. Now leave the room, locking the door behind you. Go down and east to the restaurant and sit at the table. Read the menu, choose nothing to eat and wine to drink. Go back to your room, locking the door behind you, and go to sleep. You should have a peaceful night. However, if you are unfortunate enough to wake up in the restaurant face to face with a mad dog, examine the table, take the bone and throw it at the dog. Once morning has broken, go downstairs and west. Refuse a lift with the first coachman and sit on the bench. Wait for the next coach to arrive. When the driver asks your name, tell him and you will soon be on your merry way to castle Dracula. Here endeth the first part – part two next month . . . sweet dreams.



VALE OF HOPE

They say that charity begins at Holmes, which is why the first offering of help this month is for the new Infocom game . . .

SHERLOCK – THE RIDDLE OF THE CROWN JEWELS (Infocom): To get Holmes out of his depression, show him today's paper.

FOOTBALL FRENZY (Alternative): Search your desk twice and cabinet once.

RIGEL'S REVENGE (Mastertronic): Carefully untie the wire before trying to open the door. Move the bed twice to discover a weapon.

TOWER OF DESPAIR (Games Workshop): Close your eyes before creeping around in Medusa's room.

SEABASE DELTA (Firebird): Iron the sheet of foil and reflect the beam with it when on the platform

ZZZZ (Mastertronic): Do not open the basket!

LURKING HORROR (Infocom): To kill the Blob at the end, take the cable from the pool and cut it. Disconnect the socket and put the cable in it. Throw the stone at the resulting creature.

STARCROSS (Infocom): Examine the projector through the smoked glass to reveal the clear rod.

My thanks this month to Bruce Marshall of Congleton and Paul Hardy from Sheffield.



Clever Contacts

Back to it's more usual size, the Clever Contacts are here to aid those of you suffering from text traumas. Read and inwardly digest . . .

Adventureland, Adventure Quest, Arrow of Death I, II, Ballyhoo, Blade of Blackpoole, Borrowed Time, Buckaroo Banzai, Castle of Terror, Circus, Colditz, Crystals of Carus, Cutthroats, Dallas Quest, Dungeon Adventure, Emerald Isle, Empire of Karn, Enchanter, Erik the Viking, Escape from Pulsar 7, Espionage Island, Eye of Bain, Feasibility Experiment, Forest at the Worlds End, Ghost Town, Golden Voyage, Gremlins, Gruds in Space, Hampstead, Heroes of Karn, Infidel, Invincible Island, Kayleth, Kentilla, Leather Goddesses, Lords of Time, Lucifers Realm, Magicians Ball, Magic Stone, Mask of the Sun, Mindshadow, Mission Asteroid, Moonmist, Mordon's Quest, Mystery Funhouse, Mystery of Munroe Manor, Ninja, Perseus and Andromeda, Pharaohs Tomb, Pirate Adventure, Planetfall, Pyramid of Doom, Rebel Planet, Red Moon, Return to Eden, Ring of Power, Robin of Sherwood, Savage Island I, Secret Mission, Ship of Doom, Sorceror, Sorceror of Claymorgue Castle, Souls of Darkon, Spellbreaker, Spiderman, Strange Odyssey, Tass Times, Ten Little Indians, The Count, Golden Baton, Hobbit, The Institute, Jewels of Babylon, The Journey, Never Ending Story, Pawn, Time Machine, Wizard and Princess, Quest of Merravid, Tower of Despair, Tracer Sanction, Twin Kingdom Valley, Ultima I, III & IV, Urban Upstart, Ulysses and the Golden Fleece, Valkyrie 17, Velnors Lair, Voodoo Castle, Warlords, Waxworks, Winter Wonderland, Wishbringer, Witches Cauldron, Wizard Akyrz, Wrath of Magra, Zork I, II & III, Zzzz . . .
Bob Shepherd, 106, Highfield Street, Coalville, Leicestershire.

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magik.
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka.
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69
Tel: 041 771 7729

Mordons Quest, Spiderman, Hacker
Nigel 'Nemesis' Richardson Tel: 01 360 8325

Zork I, II & III, Adventureland, Dangermouse in BFC, Earthbound, The Helm, Marie Celeste, Temple of Terror, Valkyrie 17, Temple of Vran, Mask of the Sun, Lords of Time, Dallas Quest, Infidel, Mystery Munroe Manor, Gremlins, Supergran, Planetfall, Ulysses, Blade of Blackpoole, Seastalker, Hitchikers, Ultima III, Search for King Solomons Mines, Skull Island, Murder on the Waterfront, Suspended, Cutthroats, Sorcerer, Enchanter, Ninja, Stranded, Hulk, Mindshadow, Lord of the Rings, Starcross, SubSunk, Worm in Paradise, Hampstead, Classic Adventure, Colossal Cave, Terrormolinos, Robin of Sherwood, Sherlock, Claymorgue Castle, Emerald Isle, Wizard of Akyrz, Return to Eden, Red Moon, Never-ending Story, Escape From Pulsar 7, Perseus and Andromeda, Golden Baton, Bored of the Rings, Empire of Karn, Ket 3, Feasibility Experiment, Lucifers Realm, Pilgrim, Secret Mission, Treasure Island, Wishbringer, Circus, Arrow of Death 1 & 2, Ten Little Indians, Ring of Power, Quest for Holy Grail, Kentilla.
Margot Stuckey, 14 Marampo St, Marayong, NSW 2148, Australia.

Hulk, Spiderman, Voodoo Castle, Hobbit, Pirate Adventure, Merry Christmas, Robin of Sherwood, Price of Magik, Lord of the Rings.
Nigel Leather, 45 Moreton Street, Winnington, Northwich, Cheshire CW8 4DH. Tel: 0606 781028

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY. Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death
David Lemon, 14 Norton Place, Dunfermline, FIfe KY11 4RH Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN

Adventureland, SubSunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, All early Infocom titles . . .
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, N Zealand. Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akyrz, Quest for the Holy Grail, Zim Sala bim, Island Adventure, Castle Dracula.
Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland. Tel: 036565 594

Upper Gumtree, Bugsy Malone, Never Ending Story.
Craig Hunter, 32 Lowick Close, Elmtree Farm, Stockton on Tees, Cleveland TS19 0TJ. Tel: 0642 587789 (between 4pm and 10pm)

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork III, Exodus, Ultima III, The Boggit, Lords of Time, Never ending story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The Fourth Protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the rings (part 1), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave.
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU. Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Koboyashu Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorceror of Claymorgue Castle.
Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchikers Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall.
Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Amazon, Borrowed Time, Castle of Terror, Castle Adventure, Computer Adventure, Dracula part 1, Grand Larceny, Haunted House, Himalayan Adventure, Labyrinth, Mad Mummy, Mindshadow, Murder on the Waterfront, Never ending story, Ninja, Raka-tua Volcano, Scroll of Akhbar, Seabase Delta, Silver Mountain, Subsunk, The Boggit, The Dallas quest, The Hobbit, Ultima IV, Voodoo Castle, Zork I, Zork II, Zork III, Zzzz.
Mario Moeller, 38 Greenvale Drive, Greenvale, 3047, Vic. Australia.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Hitchikers Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor.
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Castle of Terror, The Hobbit, The Hulk, Mindshadow, Holy Grail, Redhawk, Snowball, Subsunk, Twin Kingdom Valley, Voodoo Castle.
Jeff Gillan, 50 Tynedale Crescent, Penshaw, Houghton–Le–Spring, Tyne and Wear, DH4 7RP.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker, Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchikers Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit.
Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for Holy Grail.
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

Imagination, Never Ending Story, Terrormolinos, Twin Kingdom Valley, Bugsy Malone, Hampstead, Robin of Sherwood, Zzzz, Quest of Merridavid, Upper Gumtree.
Craig Hunter, 32 Lowick Close, Elm Tree Farm, Stockton-on-Tees, Cleveland, TS19 OTJ. Tel: 0642 587789. Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Enchanter, Eureka (German, Arthurian, Roman), Gremlins, Hitchikers Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, Ship of Doom, Spell Breaker, Spiderman, Starcross, Stationfall, Tass Times, Lurking Horror, Tracer Sanction, Valkyrie 17, Very big cave adventure, Wishbringer, Worm in Paradise, Zork I, Zork II, Zork III.
Ian Gay, 18 Earsdon Close, Westdenton, Newcastle upon Tyne, NE5 2RL.

Zork I, Zork II, Zork III, Trinity, Pawn, Guild of Thieves, Knight Orc, Jinxter, Moonmist, Hollywood Hijinx, Cutthroats, Bureaucracy, Wishbringer, Red Moon, Worm in Paradise, Snowball, Return to Eden, Price of Magic, Macbeth Pts I, II, III, Kings Quest II, Adventure Quest, Colossal Adventure, Dungeon Adventure, Leather Goddesses of Phobos, Fourth Protocol, Lord of the Rings.
Bruce Marshall, 3 Mereside Avenue, Congleton, Cheshire, CW12 4J2. Tel 0260 279786.


Beyond the farthest reaches of the Galaxy...
RIMRUNNER
From the team that brought you BARBARIAN THE ULTIMATE WARRIOR
ATARI ST
COMMODORE 64
PALACE
AMSTRAD CPC

OI, LISTEN!

WIN A TOP-OF-THE-RANGE SONY WALKMAN
PLUS 50 RUNNERS-UP COPIES OF ... TRAZ

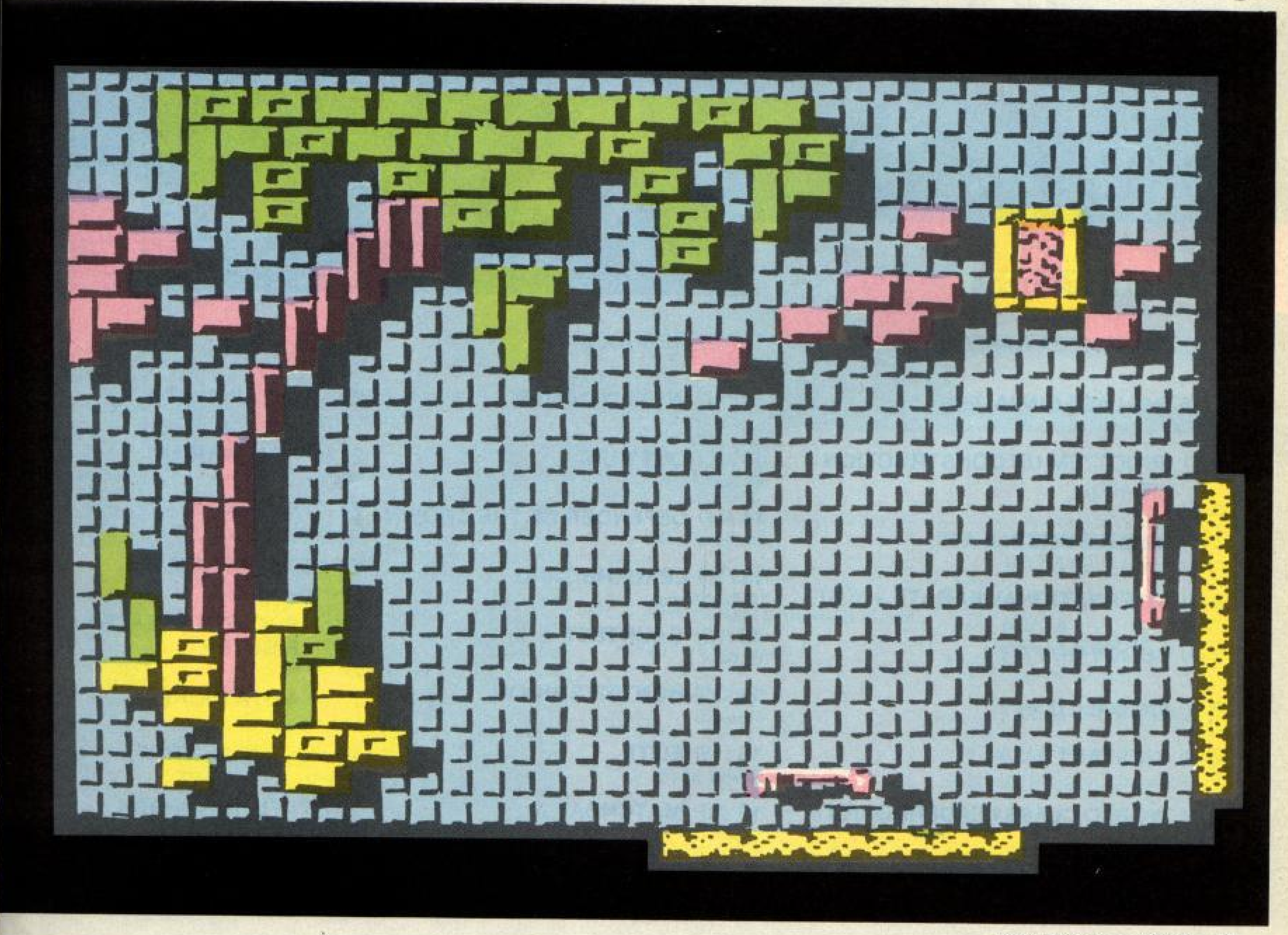
ZZAP! COMP

As a result of the passionate praises heaped upon ... *Traz* (87% last issue), those cuddly chums at Cascade have conspired with ZZAP! to bring you this cunning competition.

On offer to one of you astoundingly lucky readers of this month's mega-mag is a top-of-the-range Sony Walkman. Boasting such fantastic functions as auto-reverse, convenient cord-reel stereo headphones, tape selector for optimum playback clarity and a supplied rechargeable battery, it's a prize any music-lover would appreciate (even people like Gordon who listen to The Smiths). 50 not-so-lucky-but-still-pretty-fortunate runners-up will each receive a copy of the game. If you're strapped firmly to the chair, we'll tell you exactly what you have to do ... wait for it ... see the picture below? Good. Now, grab hold of a pen (taking the top off first), put it between any two fingers or your teeth, place it onto the picture or a photocopy, and mark a single cross.

Not any old cross, mind; this has to be a *special* cross – one that in some way indicates the exact position of the ball which has been mysteriously removed from the playing area. Yet, would we give away such a prize on the strength of a mere ball-spot? Yes, so get spotting. Once you've finished this momentous task (don't take too long over it now), send your entry to the following address: **LISTEN AND WALK, MAN COMPETITION, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB** to arrive no later than May 6th, 1988.

As always, the decision of the judges, however arbitrary it may seem, is final.



ZZAP! READERS'



GAMES TOP 30

1 *(1)* **CALIFORNIA GAMES** *(12%)*
Epyx

2 *(2)* **THE LAST NINJA** *(8%)*
System 3

3 *(5)* **SHOOT 'EM UP CONSTRUCTION KIT** *(6%)*
Outlaw

4 *(3)* **BUBBLE BOBBLE** *(6%)*
Firebird

5 *(4)* **INTERNATIONAL KARATE +** *(5%)*
System 3

6 *(7)* **BUGGY BOY** *(4%)*
Elite

7 *(6)* **WIZBALL** *(3%)*
Ocean

8 *(9)* **KIKSTART II** *(3%)*
Mastertronic

9 *(8)* **WORLD CLASS LEADERBOARD** *(2%)*
US Gold/Access

10 *(10)* **ARCADE CLASSICS** *(2%)*
Firebird

11 *(12)* **NEBULUS**
Hewson

12 *(11)* **WORLD GAMES**
Epyx

13 *(15)* **OUT RUN**
US Gold

14 *(14)* **DEFENDER OF THE CROWN**
Mirrorsoft

15 *(16)* **LEADERBOARD**
US Gold/Access

16 *(13)* **GAUNTLET**
US Gold

17 *(30)* **HUNTER'S MOON**
Thalamus

18 *(18)* **ELITE**
Firebira

19 *(20)* **MATCHDAY II**
Ocean

20 *(24)* **GUNSHIP**
Microprose

21 *(19)* **720°**
US Gold

22 *(25)* **GAUNTLET II**
US Gold

23 *(17)* **BARBARIAN**
Palace

24 *(22)* **QUEDEX**
Thalamus

25 *(29)* **SKATE OR DIE**
Electronic Arts

26 *(-)* **PROJECT STEALTH FIGHTER**
Microprose

27 *(-)* **4TH & INCHES**
US Gold

28 *(23)* **THE SENTINEL**
Firebird

29 *(27)* **FLYING SHARK**
Firebird

30 *(-)* **MORPHEUS**
Rainbird



’ CHARTS MAY 1988

MY TOP FIVE GAMES ARE:
1: ....
2: ....
3: ....
4: ....
5: ....

MY FAVOURITE PIECE OF 64 MUSIC IS:

....

NAME ....
ADDRESS ....
....
....
POSTCODE ....

SEND TO **ZZAP! CHARTS, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB**

MUSIC TOP 10

1 *(1)* **DELTA** *(18%)*
Thalamus
Main Theme – Rob Hubbard

2 *(2)* **ARCADE CLASSICS** *(15%)*
Firebird
Main Theme – Rob Hubbard

3 *(3)* **SANXION** *(8%)*
Thalamus
Loading Music – Rob Hubbard

4 *(10)* **BMX KIDZ** *(7%)*
Firebird
Title Tune – Rob Hubbard

5 *(6)* **SKATE OR DIE** *(6%)*
Electronic Arts
Title Tune – Rob Hubbard

6 *(5)* **INTERNATIONAL KARATE** *+(4%)*
System 3
Title Tune – Rob Hubbard

7 *(4)* **MEGA APOCALYPSE** *(4%)*
Martech
Main Theme – Rob Hubbard

8 *(7)* **THE LAST NINJA** *(2%)*
System 3
Title Tune – Ben Daglish

9 *(8)* **WIZBALL** *(2%)*
Ocean
Main Theme – Martin Galway

10 *(9)* **I,BALL** *(2%)*
Firebird
Main Theme – Rob Hubbard

HACK TO THE FUTURE



There are twelve years to go until the end of the decade, the end of the century, the end of the millenium, the end of the world? Mel Croucher whips out his crystal balls and predicts the shape of things to come. Maybe half of these predictions are really going to happen. The trouble is, which half?



1989

JANUARY
Softek's boss, Tim Langdell, denies that his company is in trouble, 'We've merely sent her to the country to stay with her Aunt for a while,' he says. 'I know that she got very close to Ariola for a while, but it is totally untrue that she got, um, what's the word I'm looking for . . . ' The incoming President of the United States accuses Michael Gorbachov of being a Russian spy. Best selling Christmas product is reported to have been the *Pillowtalk* computerised cushion that tells fairy stories. It's immediately hired by software advertisers.

FEBRUARY
A freelance journalist with the initials MC is nominated for a Computer Arena '89 special award by the readers of CRASH, ZZAP! 64 and THE GAMES MACHINE. The 'Glorious Order of British Software Heroes In Techno Entertainment' is justly deserved, despite its unfortunate acronym. An explosive device is appointed Editor of all three magazines. It goes off prematurely without warning.

MARCH
Treasury Minister Peter Brooke accepts the tender from the Racal-Scion consortium for the Government Data Network, as indicated in his Memorandum of February 1988. The Whitehall computer now cross-references tax, National Insurance, passports, criminal records, VAT returns and welfare benefits for every United Kingdom citizen. The new Central Computer and Telecommunications Agency is designed to expand by encoding all health records, education files, census details, vehicle licensing data, immigration records and share holdings within twelve months. For 'security reasons', the public is not informed that all telephone conversations can now be automatically tapped by computers programmed to recognise key words. Members of suspect organisations such as CND, Militant Tendency, the National front, Friends of the Earth, Trades Unions, student bodies, international groups and certain churches are all monitored.

APRIL
Iceland wins the Eurovision Song Contest by entering a Commodore 64 named Wendy programmed by Rob Hubbard. The Weathermen fail to predict the volcanic eruption of Ben Nevis due to the fact that their Commodore 64 has eloped with Wendy. Activision is bought out by the winner of Crufts, who sells it to Wendy. Michael Jackson marries a compact disc of Wendy's greatest hits. Wendy is appointed Minister for the Arts, Manager of the Icelandic football squad and the new Doctor Who. The Duke and Duchess of York re-christen their firstborn child Wendy. A strange name for a prince.

MAY
John Patten, the Home Office Minister of State pilots his Bill through the House of Commons, introducing penal tagging. This is a form of electronic house arrest for 17 to 20 year-olds, as an alternative to locking them away in overcrowded prisons. Computers are used to check that the young offenders are obeying a dusk to dawn curfew, by means of identifying the locations of the Tags – bracelets that cannot be removed without breaking their communication circuits. The National Association of Probation Officers refuses to cooperate, much to the delight of the young offenders. The Government is also delighted, and immediately sets about the privatisation of penal tagging as the first step to the total selling off of the prison service.

JUNE
The Duchess of Pork, Her Royal Hugeness Massey Ferguson, announces that she's up the duff again. A nation rejoices. In South Afrikkka, the new Government bans black and white television sets, all piano keyboards with black keys next to white keys, dalmation dogs, zebras and spotted dick. Nobody intervenes. In East Africa, 50% of the population are now under 15 years of age, 30% of the population are born with the AIDS virus, 60% of the population do not have access to fresh water or medicine, half of all babies born this year will not live beyond their fifth birthday. Nobody intervenes. Every four days one species of mammal becomes extinct, yesterday it was the turn of the white rhino. Nobody intervenes. Bob Monkhouse is offered a new series of Bob's Full House. Nobody intervenes.

JULY
After the seasonal July storms and floods, blizzards sweep the country, which is just as well because the dustmen have been on strike since June. Simulated Stimulations appear in travel agents, whereby instead of going to all the bother of visiting holiday resorts abroad you simply plug in to a computer-controlled simulation of a fortnight in Tossa De Mar. Clive Sinclair announces the arrival of the Club Z18-30.

AUGUST
The British version of the Astra communications satellite is launched on schedule and enters geostationary orbit above the United Kingdom. Rupert Murdoch, Robert Maxwell, Granada and Virgin begin transmissions of free direct broadcast entertainment programmes 24 hours a day, as do Christian Fundamentalists, Ronald MacDonald, Sir Benny Hill and the CIA.



Bill and Ben videos are banned after a psychopath goes on the rampage in Kensington Gardens, dressed as a flowerpot-man. He is later found to be high on Weed after visiting the last ever Personal Computer Show to be held at Earls Court.

OCTOBER
After the worst football riots ever known, identity cards are introduced for all males between the ages of 15 and 25.

NOVEMBER
Amstrad launch their all-in-one Waldheim satellite television dish and decoder, costing £99.95, and a nation sits down to watch Black Forest Hospital in the original German and Sumo wrestling in the original Japanese. Sir Alec Guiness and Sir John Mills lead an armed resistance movement from a secret headquarters near Pinewood Studios.



DECEMBER
Buckingham Palace denies the rumours of a Royal Divorce, yet again. Meanwhile, the heir to the throne joins Greenpeace and wishes to be known henceforth as the Prince of Whales.

1990

JANUARY
Over 40% of retail outlets now have computerised payment terminals which accept credit cards. Certain all-night garages and supermarkets refuse to accept cash at all, to deter the increasing number of armed robberies.





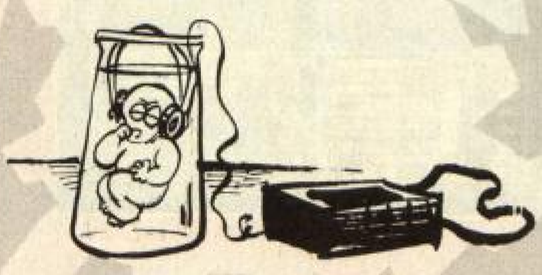
FEBRUARY
Argentinian thrash metal disc jockeys occupy the Frigg oil rig in the North Sea, by special arrangement with the Government's flagging popularity. Margaret Thatcher assembles a task force in the Falklands and sets it off towards the British Isles. Censorship is reintroduced, under the Emergency Powers Act of February 1988.

MARCH
Clive Sinclair delivers the first of his revolutionary Z-90 thought processors. Measuring the size of a paperback book, the Z-90 is a fully portable telephone and information terminal, with automatic access to the Cambridge Universal Database. It costs £199.95 including VAT. Within three weeks add-ons are available that plug into standard telephone sockets, enabling users to scramble conversations and blow the brains out of the Government surveillance circuits. These are declared illegal. A joint body of programmers, business and journalists take the CCTA to the Court of Human Rights, and the legislation is overturned. Fertile Fergie gives birth to her second child, also named Wendy. Britain wins the Frigg War with minimal losses incurred when HMS Insufferable rams Muckle Flugga in the Shetlands, due to an unfortunate computer error. Margaret Thatcher calls a snap election.

APRIL
Returned for a fourth term, with 39% of the vote and a majority of 42 seats, the Conservatives complete the dismantling of Trade Union power. Workers quickly accept the Anglo-Japanese system of company loyalty and job protection. All restrictions are lifted from radio broadcast licensing as the Independent Broadcasting Authority is abolished, and the airwaves are sold off to the highest bidders. National commercial radio networks decimate Radios 1 and 2, pirate stations are tolerated to allow token free expression, but the BBC has become the voice of Government. The Soviet Glasnost satellite achieves surprising success with a schedule of sport, classical music and old Charlie Chaplin films. Sony announce a global interactive satellite system, to commence in late 1992.

MAY
Philips market television receivers with an on-board read-write optical disc, capable of recording two hours of near perfect sound and vision. Advance bookings are offered for burials in space, by Eternity Incorporated of California. The incurably ill super-rich are invited to have themselves cryogenically frozen and sent into orbit, until cures are found for their ailments some time in the future. After the US space shuttle explodes on re-entry, Eternity Incorporated negotiates favourable rates for use of the Chinese Long March rocket.

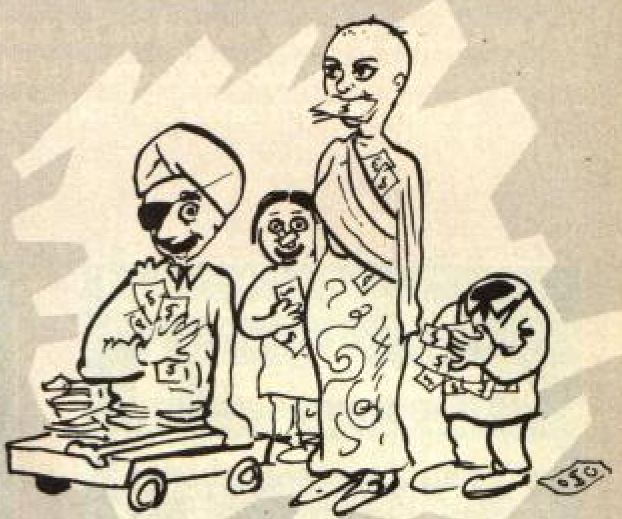
JUNE
Six months after the Russian withdrawal from Afghanistan, the Government is overthrown by Islamic fundamentalists. The four and a half million Afghans who remain in Pakistan become the focus of the new international movement, and the revolution spills across the border. The USA and USSR secretly agree to keep the Iran-Iraq war going indefinitely, to prevent the threat of peace, and any further strengthening of Islam.



JULY
Parents now have the option of having their test-tube baby grown with its Walkman fitted. The first such infant, Wendy Wendyson is born, immediately yells 'Go for it!' and signs a deal to have its life story published in the Sunday Sport.

AUGUST
Richard Branson's package holidays to resorts in the Black Sea area of the USSR are having unexpected results. Now that muggings, hooliganism and hotel thefts are vital parts of holidays in Spain, Greece, Italy and the traditional destinations, AIDS is part of the African and Far Eastern itinerary and murder comes free in South America, the USSR's guarantee of cheap, safe, uncrowded beach holidays make the Black Sea an attractive retirement prospect for the British middle classes. Emigration of frightened capitalists to the stability of the Moldavian Republic begins.

SEPTEMBER
Meanwhile, Disneyland is forced to change its image to attract the huge demand for Rambo theme holidays. Clients can enjoy Dumbo hunts, feast on Bambiburgers and the authorities turn a blind eye to those who want to snort Ghoofy. Computerised Sim-Stims not only provide fantasy holidays, but are booming in the areas of simulated pornography, warfare and playing live with Eddie Cochran. Domark release the best-selling Sim-Stim yet, which allows the player to take the role of Bonnie Langford's assassin. Sim-Stims are also used for military training, driving lessons, first aid experience and religious conversion.



OCTOBER
The first spare-part surgery bank is opened by Joan Collins, for BUPA. With the remnants of the National Health Service in a state of total collapse, the remnants of human beings are offered for sale on the open market. Esther Ranzten endorses a similar service for retired greyhounds and shire horses. The Sun begins a daily prize bingo feature, with lucky winners receiving new livers, kidneys, hearts, etc. In certain Third World countries, and parts of Ludlow, the starving poor form orderly queues to sell off their spare parts.

NOVEMBER
CRL's seasonal release carries its traditional adults-only certificate. It is a tasteful little number endorsed by Myra Hindley and Little and Large.



DECEMBER
Steve Gold's punk anarchist group of computer programmers repeats the success of the German hackers, who broke into the NATO defence computer back in 1987. They manage to persuade a Trident submarine that its girlfriend is having an affair with an Israeli spy satellite, and HMS Dreadlock fires a sea-launch cruise missile in a fit of jealousy. And it came to pass that a brilliant star was seen over Bethlehem in Judea, and lo, the trousers of the world turned brown.

Next issue, Senator Clint Eastwood runs for President, the Yen takes over and Cliff Richard and Wendy get to number one with 'Livin' Death', 1991 and counting . . .

WE'VE BLOWN THE COMPETITION RIGHT OUT OF THE WATER!

Up Periscope!, the new state of the art submarine simulation that's conquered the U.S. market! Blowing the competition out of the water with superior combat strategy and tactics courtesy of Captain John Patten (Ret.), United States Navy. With true animated 3D graphics from SubLOGIC. Up Periscope!, generations ahead of the pack!













See Your Dealer...
Up Periscope! is available on disk for the Commodore 64/128 computers (suggested retail price £19.95) and for IBM PC-compatible computers (£24.95). For direct orders please include 55p for shipping. Visa, Access, and Personal cheques accepted.



ACTION Soft
GENERATIONS AHEAD IN STRATEGY ACTION SOFTWARE

35 Picadilly
First Floor
London W1V 9PB
Tlx: 259102502695
ACTIONSOFT UQ

ZZAP!TIONNAIRE

It's that time of year again when we ask loads of questions and try to find out what you like, and what you don't like. Some questions may seem quite nosey, but they all help us shape the magazine the way YOU want.

So, please fill out as much of this form as possible, and send it (or a photocopy if you don't want to cut up your ZZAP!) to **ZZAPTIONNAIRE, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1AQ** to arrive here before May 9th 1988

The first form drawn out of Mailbag after this date earns the sender £50 worth of software of his or her choice, plus a ZZAP! cap and T-Shirt. The next four forms drawn earn their senders £20 worth of software, plus a cap and T-Shirt.

WE HAVE WAYS OF MAKING YOU TALK!

THE BASIC STUFF

ARE YOU . . .
MALE ☐
FEMALE ☐

HOW OLD ARE YOU?
....

OCCUPATION

ARE YOU . . .
At school ☐
At College/University ☐
Working Full Time ☐
Working Part Time ☐
Unemployed ☐

MONEY MATTERS

ON AVERAGE, HOW MUCH DO YOU SPEND ON COMPUTER GAMES EVERY WEEK?
£2-£5 ☐
£6-£10 ☐
£11-20 ☐
More Than £20 ☐

HAVE YOU PURCHASED A UTILITY IN THE LAST SIX MONTHS?
YES ☐
NO ☐
IF YES, PLEASE STATE TYPE
....
....

DO YOU INTEND TO PURCHASE A UTILITY IN THE NEXT SIX MONTHS?
YES ☐
NO ☐
IF YES, PLEASE STATE TYPE
....
....

HAVE YOUR PURCHASED A PERIPHERAL IN THE LAST SIX MONTHS?
YES ☐
NO ☐
IF YES, PLEASE STATE TYPE
....
....

DO YOU INTEND TO PURCHASE A PERIPHERAL IN THE NEXT SIX MONTHS?
YES ☐
NO ☐
IF YES, PLEASE STATE TYPE
....
....

DO YOU INTEND TO BUY A NEW COMPUTER OR GAMES CONSOLE IN THE NEXT SIX MONTHS?
YES ☐
NO ☐
IF YES, PLEASE STATE MAKE AND MODEL
....
....

WHAT IS THE MAJOR INFLUENCE ON YOUR DECISION TO BUY A COMPUTER GAME (PLEASE INDICATE IN ORDER OF PRIORITY 1-6)?
Friend's Recommendation ☐
Magazine Review ☐
Advertising ☐
Author ☐
Producer ☐
Price ☐

ARE YOU WELL READ?

WHEN DID YOU FIRST BUY ZZAP!?
....

HOW MANY ISSUES HAVE YOU BOUGHT SINCE THEN?
ALL ☐
SOME ☐

IF SOME, HOW MANY?
....

ON AVERAGE, HOW MANY OTHER PEOPLE READ YOUR COPY OF ZZAP!?
....

HOW DO YOU GET ZZAP!?
Subscription ☐
Reserved or delivered by newsagent ☐
Off the shelf ☐

WHICH OTHER MAGAZINES DO YOU BUY?
ACE ☐
Commodore Computing International ☐
Commodore User ☐
Computer & Video Games ☐
Games Machine ☐
Popular Computing Weekly ☐
Other (Please Specify) ☐
....
....

WHICH OTHER MAGAZINES DO YOU READ REGULARLY BUT NOT BUY?
ACE ☐
Commodore Computing International ☐
Commodore User ☐
Computer & Video Games ☐
Games Machine ☐
Popular Computing Weekly ☐
Other (Please Specify) ☐
....

WHAT TYPE OF GAME DO YOU ENJOY PLAYING (IN ORDER OF PREFERENCE 1-6)?
Adventures ☐
Arcade Adventures ☐
Shoot 'em ups ☐
Simulations ☐
RPG ☐
Strategy ☐
Other (Please Specify) ☐
....
....

IN GENERAL . . .

PLEASE AWARD MARKS OUT OF TEN FOR EACH OF THE FOLLOWING FEATURES IN ZZAP!
Advertisements ☐
Baudwalk ☐
Challenge ☐
Charts ☐
Cheap and Cheerful ☐
Competitions ☐
Diary of a Game ☐
Editorial ☐
Glenys' Results ☐
Harlequin ☐
Manoeuvres ☐
Money Saving Offers ☐
News ☐
Previews ☐
Reviews ☐
Rrap ☐
Scorelord ☐
Subscription Offers ☐
Tips ☐

ANY COMMENTS ABOUT ANY OR ALL OF THE ABOVE?
....
....
....

DO YOU ENJOY READING FILM/GAME TIE-IN FEATURES?
YES ☐
NO ☐

DO YOU ENJOY READING THE PBM SECTION?
YES ☐
NO ☐

DO YOU LIKE ZZAP!'S OCCASIONAL FEATURES ON THE USE OF HIGH-POWERED COMPUTERS – SUCH AS FLYING TONIGHT (ISSUE 34)?
YES ☐
NO ☐ ▶

SOFTWARE COVERAGE

PLEASE RATE ZZAP!'S COVERAGE OF SOFTWARE OUT OF TEN
News ☐
Previews ☐
Reviews ☐

REVIEWS

ARE THE REVIEWS DETAILED ENOUGH?
YES ☐
NO ☐

ARE THE REVIEWS LONG ENOUGH?
YES ☐
NO ☐

ARE THERE ENOUGH SCREEN SHOTS?
YES ☐
NO ☐

ARE THE COMMENTS DETAILED ENOUGH?
YES ☐
NO ☐

HOW OFTEN DO YOU AGREE WITH RATINGS?
Always ☐
More Often Than Not ☐
Rarely ☐
Never ☐

WOULD YOU LIKE TO SEE THE RATINGS SYSTEM CHANGED OR IMPROVED?
YES ☐
NO ☐
IF YES, HOW? . . .
....
....
....

DO YOU USE ZZAP! AS A SOURCE OF REFERENCE WHEN BUYING SOFTWARE?
Always ☐
Sometimes ☐
Never ☐

WHICH OF THE FOLLOWING DO YOU OBJECT TO SEEING IN ZZAP!?
Amiga coverage ☐
Arcade coverage ☐
Compunet ☐
General Features (Combat Zone, Cover Artists etc) ☐
Video Reviews ☐

WHAT DO YOU THINK OF THE STANDARD OF ZZAP!'S COVERS?
Great ☐
OK ☐
Rubbish ☐

WHAT DO YOU THINK OF THE HISTORY OF THE SOFTWARE INDUSTRY FEATURE?
Great ☐
OK ☐
Rubbish ☐

IS THERE ANYTHING YOU'D LIKE TO SEE IN ZZAP!, OR IS THERE SOMETHING WHICH YOU FIND PARTICULARLY AGGRAVATING? CONSTRUCTIVE COMMENTS PLEASE . . .
....
....
....
....

OTHER STUFF

WHAT IS YOUR WEEKLY INCOME?
Up to £5 ☐
£5 to £10 ☐
£10 to £30 ☐
£30 to £100 ☐
£100 to £200 ☐
£200 plus ☐

WHAT PRODUCTS WOULD YOU LIKE TO SEE ON OFFER IN ZZAP! ZZUPERMARKET?
....
....
....

WHERE DO YOU BUY MOST OF YOUR CLOTHES?
Large Retail Chains (BHS, Woolworth etc) ☐
High Street Fashion Shops (Next, Top Man etc) ☐
Specialist Fashion Shops ☐
Other (Please specify) ☐

DO YOU HAVE ACCESS TO A RECORD, CASSETTE OR CD PLAYER?
YES ☐
NO ☐

ON AVERAGE, HOW MANY SINGLES DO YOU BUY A MONTH?
....

ON AVERAGE, HOW MANY LP RECORDS DO YOU BUY A MONTH?
....

ON AVERAGE, HOW MANY CASSETTES DO YOU BUY A MONTH?
....

ON AVERAGE, HOW MANY CDS DO YOU BUY A MONTH?
....

HOW OFTEN DO YOU BUY CANNED DRINKS?
More than once a day ☐
Once a day ☐
Every other day ☐
More than once a week ☐
Once a week ☐
Less than once a fortnight ☐
Never ☐

HOW OFTEN DO YOU BUY CRISPS, SWEETS AND PEANUTS?
More than once a day ☐
Once a day ☐
Every other day ☐
More than once a week ☐
Once a week ☐
Less than once a fortnight ☐
Never ☐

HOW OFTEN DO YOU GO TO THE CINEMA?
Once a week ☐
Every other week ☐
Once a month ☐
Every other month ☐
Less than twice a year ☐
Never ☐

WHAT WERE THE LAST TWO FILMS YOU SAW?
....
....

HOW OFTEN DO YOU BUY BOOKS?
Once a week or more ☐
Once a fortnight ☐
Once a month ☐
Less than once a month ☐

WHAT TYPES OF BOOKS DO YOU BUY?
Horror/Fantasy ☐
General Fiction ☐
Film and TV tie-ins ☐
Computer ☐
Thrillers/detective ☐
Historical ☐
War ☐
Romantic ☐
Sci-fi ☐
Humorous ☐
Non-fiction ☐

HAVE YOU ANY OTHER HOBBIES APART FROM PLAYING COMPUTER GAMES?
YES ☐
NO ☐

IF YES, EXPLAIN FURTHER
....
....
....

DO YOU PARTICIPATE IN SPORT?
YES ☐
NO ☐

IF YES, LIST YOUR THREE FAVOURITE SPORTS
....
....
....

DO YOU HAVE ACCESS TO A VIDEO RECORDER?
YES ☐
NO ☐

IF YES, HOW OFTEN DO YOU HIRE PRE-RECORDED TAPES?
Once a week or more ☐
Once a week ☐
Once a fortnight ☐
Once a month ☐
Less than once a month ☐

HOW OFTEN DO YOU BUY PRE-RECORDED TAPES?
Once a week or more ☐
Once a fortnight ☐
Once a month ☐
Less than once a month ☐

DO YOU HAVE A BANK ACCOUNT?
YES ☐
NO ☐

IF YES, WITH WHO (AND STATE TYPE OF ACCOUNT)?
....

DO YOU HAVE A BUILDING SOCIETY ACCOUNT?
YES ☐
NO ☐

IF YES, WITH WHO (AND STATE TYPE OF ACCOUNT)?
....

WHICH OF THE FOLLOWING TAKEAWAY FAST-FOOD CHAINS DO YOU PREFER (MARK 1-6)?
Macdonalds ☐
Wimpy ☐
Kentucky Fried Chicken ☐
Pizzaland ☐
Pizza Hut ☐
Local Fish and Chip Shop ☐
Other (please specify) ☐
....
....

WHICH TV STATION DO YOU PREFER (MARK 1-5)
BBC 1 ☐
BBC 2 ☐
ITV ☐
Channel 4 ☐
Satellite ☐

HOW MANY HOURS DO YOU SPEND WATCHING TV PER DAY?
Up to one ☐
One to three ☐
Three to five ☐
Five or more ☐

WHICH RADIO STATION DO YOU PREFER (MARK 1-5)?
Radio 1 ☐
Independent commercial ☐
Local BBC ☐
Radio Luxembourg ☐
Pirate ☐

NAME ....
ADDRESS ....
....
....
POSTCODE ....


CYBERNOID
THE FIGHTING MACHINE
Cybernoid - The Fighting Machine - will excite your senses more than any other game. It's action-packed excitement right from the start. Incredible music, stunning graphics, sprites, crashing explosions and bomb blasts that are out of this world. Hold on to your seat, keep your finger on the trigger - this is another major hit from Raffaele Cecco who gave you Exolon. Stay with the hit games from Hewson!
SPECTRUM
Cassette £ 7.99
+3 Disc £14.99
COMMODORE
Cassette £ 9.99
Disc £14.99
AMSTRAD
Cassette £ 9.99
Disc £14.99
HEWSON
For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by Credit Card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.
Hewson, Milton Park, Milton, Abingdon, Oxon OX14 4RX
As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication.

ZZAP!



Here's what you've all been waiting for – the second giant tips extravaganza! There's 16 pages of hints, tips, maps, POKEs, cheats – everything to make your gaming life that little bit easier!!

Thanks to all who've contributed. If you haven't had anything printed yet, don't be put off – it could be your turn next time. And don't forget, every month there's a £30 software voucher to give away to the sender of the best tips!

I've had quite a few of letters from readers who had problems getting Issue 33's *Defender of the Crown* listing to work. Don't worry, there's a perfect working one printed elsewhere in these pages. Unfortunately the mistake occurred at a typesetting level, and a couple of + signs were missed out.

MASTERS OF THE UNIVERSE (US Gold)

Just load up this pile of rubbish, start a game, reset the computer and enter POKE 6266,234:POKE 6267,234:POKE 6228, 234:SYS 23581 (RETURN) **for unlimited Adams. Cheers to** Rebb **of Delta '87 for that quickie.**

TERRAMEX (Grand Slam)

If you're finding the solution to this disappointing platform game/collect 'em up a little obscure, this complete solution should provide some much-needed help.

Get Hoover and go up. Put the Hoover in your inventory, go left, get medium-sized gunpowder barrel go down and right and select the Hoover. Go up, get the expanding bridge and go right. Collect political manifesto, go right and grab the silver lining. Now go right, get the unicycle and continue right.

Now get the umbrella and go left twice. Select the umbrella, go down, get the flute and select it. Go right, get the ball and jump down well. Go left twice and grab the flashgun. Now travel right three times and select the acme expanding bridge. Go right and select the flute. Go right twice and jump on the spring. Select the flute again and jump to the object over the hole. Get the bellows and spurs, climb down rope, go left twice and select flute. Go left.

Select the acme expanding bridge and go left, up and right three times. Select bellows, enter enter balloon and go up. Pull left and put bellows in inventory. Go right, get antiradiation pills, select umbrella and float down twice. Go right and get the large gunpowder barrel, select medium gunpowder barrel, enter cannon, select umbrella, float down and go left.

Now see the note IN THE FORMULA ROOM at the end of this solution.

Go right twice and get the beer barrel. Continue right for another two screens and get the energy crystal. Turn and go left and go down on the lift. Continue left and keep jumping left on the bridge. Go left again twice and get the battery. Go left once again and jump on trampoline. Get switch and go left, select umbrella and go down and left. Get the coat hanger, go left, select the energy crystal and put it on the plate. Jump into the teleport, select pills, go left and get pile. Select pills and go right twice. Now select switch, jump up at switch plate and go right.

Wait for the bucket to take you to the other side and go right three screens. Get button and go left twice. Jump at switch, go left, wait for bucket to take you to the other side, go left twice, select pills, jump into teleport and go left. Travel down on the lift for three screens and select silver line. Walk into anvil and go right (at the bottom of the screen) and continue right.

Get cup of tea, go left twice and right through the top exit. Go up and right and select the silver cross. Carry on right and select the formula. Continue right and give the professor these things IN THIS ORDER: formula, coat hanger, battery, atomic pile, button, cup of tea.

Hurrah, hurrah, hurrah. You've completed the game – wasn't that just SO exciting?

IN THE FORMULA ROOM

In the formula room, each character has a different way of receiving the formula

Fortisque-Smith: select cricket ball and walk left

Big John Caine: select spurs and walk left

Herr Krusche: select beer barrel and walk left

Wu Pong: select flashgun and walk left

Henry Beaucoup: select unicycle and walk left

FIRETRAP (Activision)

He-e-e-re's Ian **from Heywood in Lancashire, and guess what – he's got a couple of infinite things for you. Interested? Well, just load the game, reset the computer and enter** POKE 7049,165 (RETURN) **for unlimited lives. If you want you can type** POKE 11497,165 (RETURN) **for unlimited time. Once you've finished POKEing, type** SYS 4096 (RETURN) **to restart a very easy game.**

DENARIUS (Firebird)

Did you know that a denarius is a roman coin? In that case, what's it got to do with a vertically scrolling shoot 'em up? Perhaps somebody at Firebird knows. Anyway, Rebb **of Delta '87 has a couple of POKEs here to give the ship autofire, which comes in very useful indeed. Just load the game, reset the computer and enter** POKE 36727,14:POKE 36731,10: SYS 33280 (RETURN) **to start the action with automatic fire.**

STAR WARS (Domark)

Here's good old GAV **from Bolton with an invincibility POKE for Domark's first of three** Star Wars **arcade conversions. I don't know about you, but I'm really looking forward to** The Empire Strikes Back **– I just hope Domark can make a good job of it! Anyway, enough of this waffle, just type in the listing,** RUN **it and follow the on-screen instructions.**

```
2 FOR X=336 TO 395
3 READ B:POKE X,B:C=C+B:NEXT
4 IF C=6289 THEN 6
5 PRINT "DATA ERROR":END
6 PRINT "INSERT TAPE"
7 SYS 336
8 DATA 32, 44, 247, 32, 108, 245, 169, 99
9 DATA 141, 247, 2, 169, 1, 141, 248, 2
10 DATA 76, 167, 2, 32, 16, 16, 32, 44
11 DATA 247, 32, 108, 245, 169, 32, 141, 216
12 DATA 2, 169, 126, 141, 217, 2, 169, 1
13 DATA 141, 218, 2, 76, 167, 2, 141, 40
14 DATA 3, 169, 20, 141, 129, 78, 169, 0
15 DATA 141, 140, 87, 96.
```

THRUST (Firebird)

To be able to replay the music at any speed just load the game, reset the computer and type this listing . . .

```
10 SYS 8225
20 FOR L=0 TO 7:NEXT L
30 GO TO 10
```

By changing the value 7 in line 20 you can change the speed – 1 is the fastest.

DEFENDER OF THE CROWN

Here it is at long last – a perfect working version of this very useful listing! It enables you to start the game with men already in your army – just replace the question mark with a number between 0 and 255. Don't be too greedy, however, as trying to move with too many men causes the game to crash. Thanks very much to Mick Mills and Al!

```
1 FOR A=4096 TO 4203:READ B:T=T+B:POKE
A,B:NEXT
2 READ B:POKE 51788+C,B:S=S+B:C=C+1:IF
B<>1 THEN 2
3 IF T=12036 AND S>3133 AND S<3900 THEN SYS
4156
4 PRINT "DATA ERROR"
10 DATA 169, 15, 141, 56, 83, 76, 0, 80, 33, 42, 169,
16, 141, 177, 69, 76, 66, 65, 169
20 DATA 32, 141, 63, 194, 169, 36, 141, 64, 194, 169,
16, 141, 65, 194, 76, 18, 193
30 DATA 133, 173, 165, 175, 201, 1, 208, 10, 104, 104,
169, 16, 72, 169, 9, 72, 208, 4
40 DATA 165, 173, 145, 174, 200, 96, 169, 8, 170, 160,
0, 32, 186, 255, 160, 16, 32
50 DATA 189, 255, 169, 0, 162, 2, 200, 32, 213, 255,
120, 162, 255, 154, 189, 1, 17, 157
60 DATA 1, 1, 189, 131, 17, 157, 131, 1, 202, 208, 241,
169, 16, 141, 134, 1, 76, 3, 2
100 DATA 169, 89, 141, 53, 8, 169, 202, 141, 54, 8, 76,
46, 8, 169, 80, 141, 53, 8
110 DATA 169, 9, 141, 54, 8, 169
120 DATA ?:REM SOLDIERS
130 DATA 141, 6, 2, 169
140 DATA ?:REM KNIGHTS
150 DATA 141, 12, 2, 169
160 DATA ?:REM CATAPULTS
170 DATA 141, 18, 2, 76, 80, 9, 1
```

ROCKFORD (MAD)

Here are a load of POKEs for this awful Boulderdash-clone-cum-arcade-conversion. Just load the game, reset the machine and enter any of these . . .

POKE 58199,165 (RETURN)
POKE 61881,165 (RETURN) **For infinite lives**

POKE 61875,76 (RETURN)
POKE 61876,187 (RETURN)
POKE 61877,241 (RETURN)

For total invulnerability (when Rockford is hit by a boulder or monster, simply move and the game continues – useful for taking short cuts through walls. By the way, be careful not to blow the exit up, or you won't be able to escape from the screen)

POKE 63890,165 (RETURN) **For unlimited time**

POKE 64017,169 (RETURN)
POKE 64018,0 (RETURN) **So that you only need to collect one object to complete the level**

When you've finished hacking away, type SYS 52992 to restart the action with your selected changes. By the way, if you want to hear the horrible music at different speeds, simply reset the game again and type . . .

10 SYS 49152:FOR L=0 to 5:NEXT:GOTO 10

To play the music. Altering the 5 changes the tempo. He he he!

SIDEWALK (Infogrames)

If you're having a few problems collecting the motorbike parts and getting your hands on a couple of Live Aid tickets, take heed of this advice and you should go far . . .

1 Find the hippie, ask where to get tickets
2 Go to the record shop (with two arches) and ask for three tickets
3 Find Whacka, ask about the fiver
4 Find Snake, say 'The man with the flail sent me'
5 Go to the record shop, say 'You really haven't any more tickets?'
6 Find the hippie, say 'What do you know about a stolen bike?'
7 Go to Germaine's house, ask the same question
8 Go to the dead-end street, get the engine
9 Beat up all the gang members to collect pieces of the bike
10 Find the punk girl and ask 'What do you have for sale?'
11 As you walk past the alleys, collect more pieces
12 When you've beaten up a gang member, always go to the bar and have a drink
13 Once you have every piece of the bike and two Band Aid tickets, go to the phone box and tell your girlfriend that you will be with her as soon as possible

ANARCHY (Rack-it)

Well, well, well! Three holes in the ground. I tell you what, type in and RUN this listing and play the game until you either run out of lives, or have to go and draw your pension . . .

```
100 DATA 32, 86, 245, 169, 1, 141, 29, 4, 96, 206, 202,
32, 76, 162, 124
101 FOR L=379 TO 393:READ A:POKE
L,A:NEXT:SYS 379
```

LIVINGSTONE (Alligata)

We were never sent a copy of this for review! Oh well, The Kipperman managed to get hold of it, and has knocked up this unlimited lives listing. Just type it in and RUN the listing before pressing play on tape!

```
100 DATA 169, 12, 141, 41, 3, 32, 86, 245, 169, 64,
141, 189, 2
101 DATA 169, 1, 141, 190, 2, 96, 234, 234, 234, 169,
173, 141
102 DATA 134, 69, 76, 0, 64, 1, 1, 1
103 FOR L=3309 TO 3330:READ A:POKE L,A:NEXT
104 FOR L=320 TO 327:READ A:POKE L,A:NEXT
105 SYS 3309
```

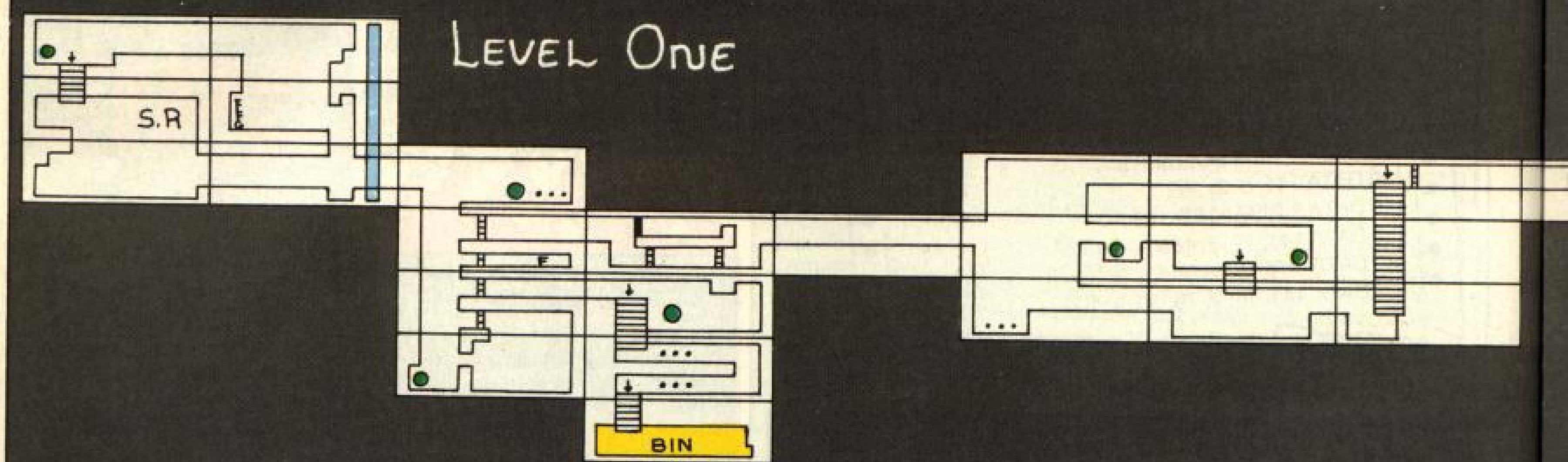
I BALL II (Firebird)

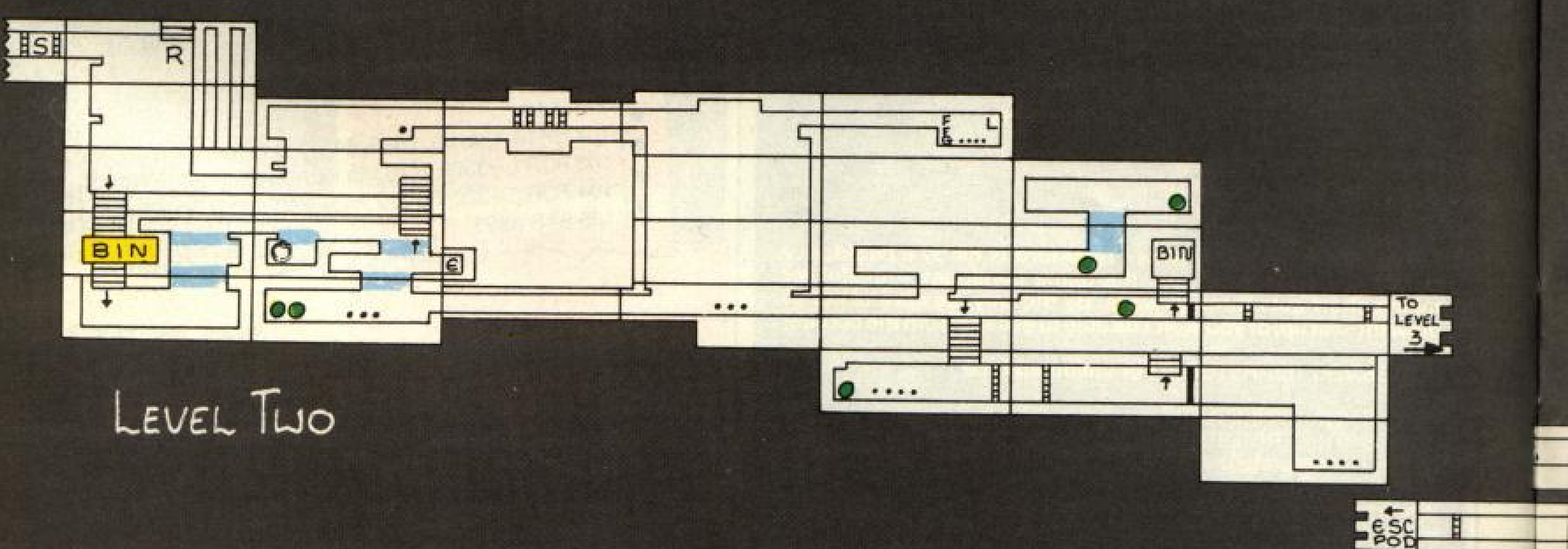
This strange sounding pair, Varkanoid of Sheffield and Dalien of the Fascist Bully Boys, have come up with this little reset POKE to help those with I Ball II problems. Just load and reset the game so that the following may be entered . . .

POKE 38895,165 (RETURN) **For Unlimited lives**
POKE 34394,234 (RETURN)
POKE 34395,234 (RETURN)
POKE 34396,234 (RETURN) **For invincibility**

And SYS 34050 (RETURN) **to restart.**

DAN DARE II

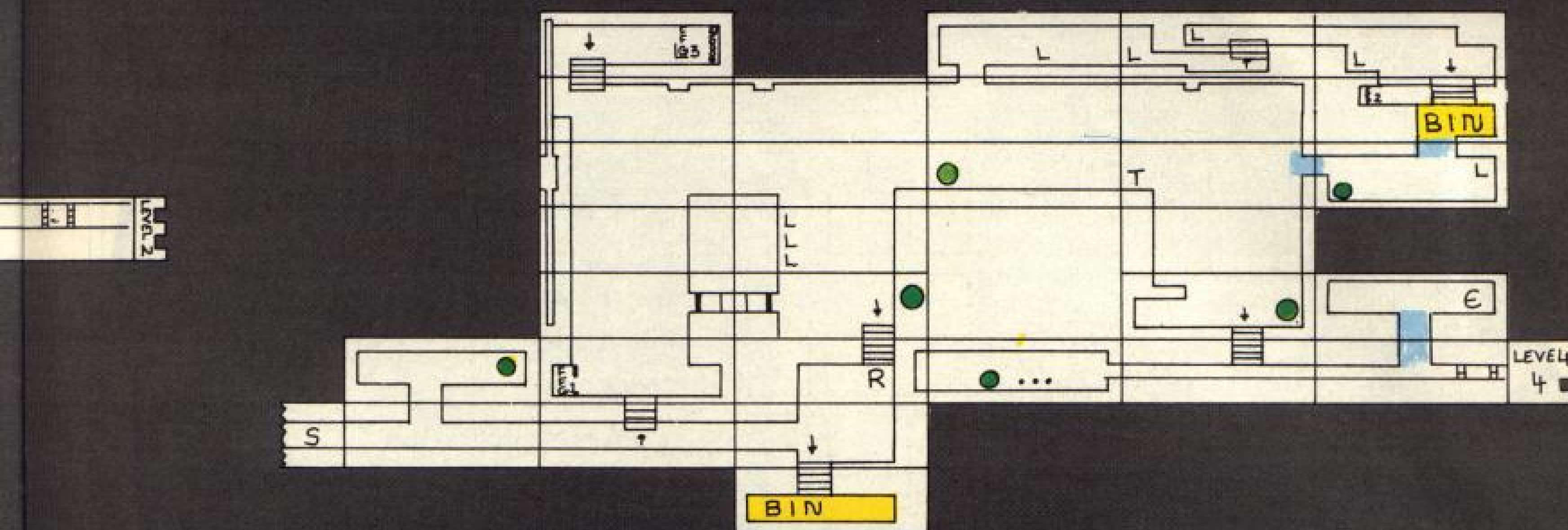




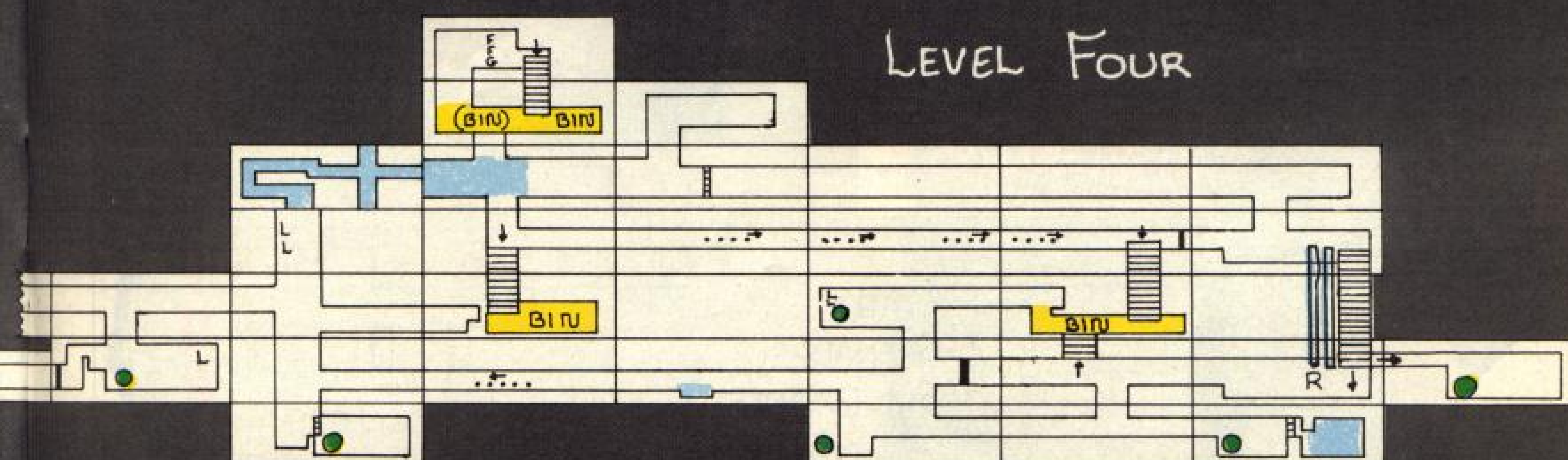
Key

S = Start
R = Restart position when a life is lost
E = Extra energy
T = Treen suit
O = Super Treen (s)
▭ = Hidden passageway
▤ = Ventilation ducts
F = Extra firepower
FG = Force field generator
L = Lasers
↑↓ = Direction of tube suction
••• = Artificial gravity
▥ = Blast doors
▮ = Force field

Level Three

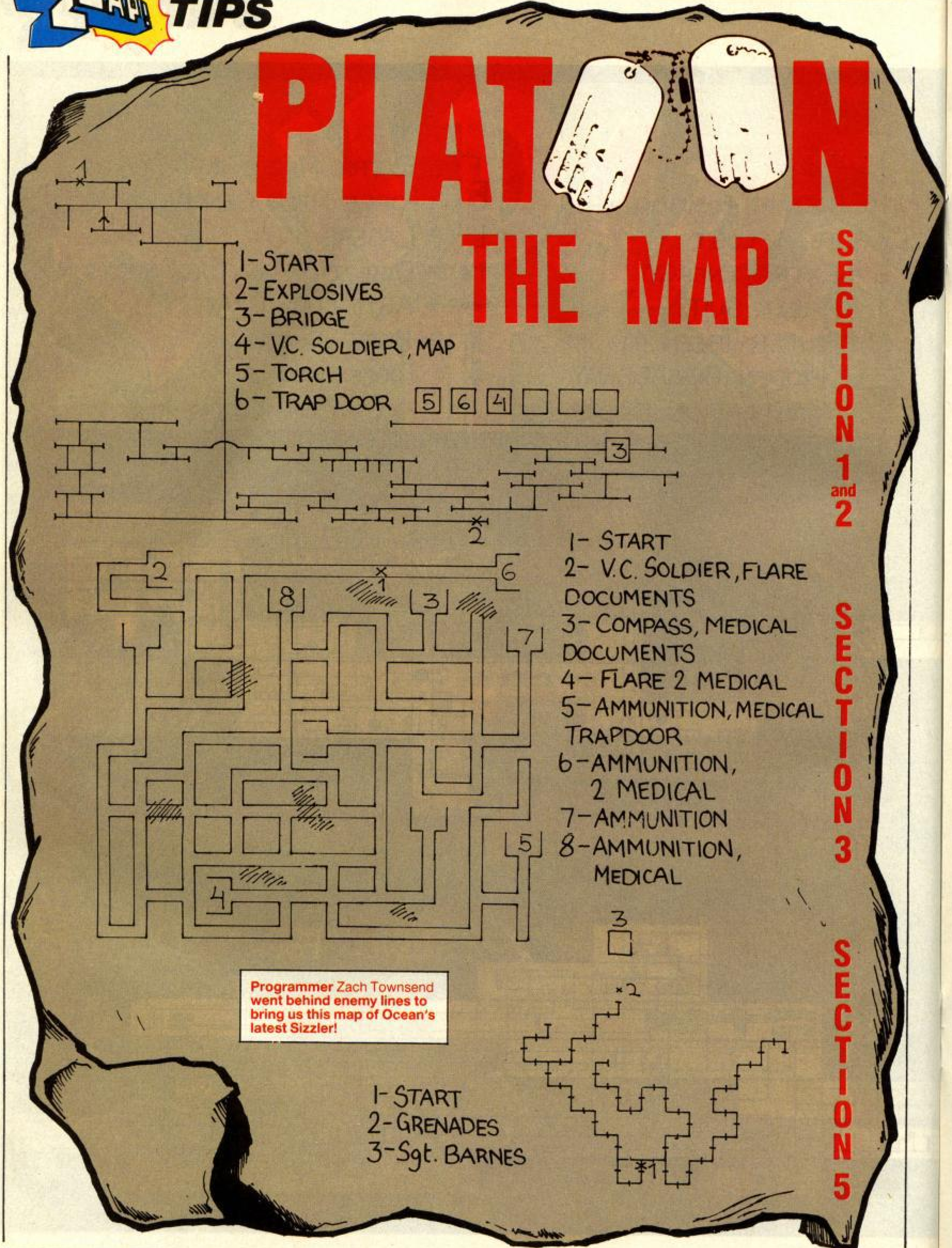


Level Four



PLATOON

THE MAP



Programmer Zach Townsend **went behind enemy lines to bring us this map of Ocean's latest Sizzler!**

COSMIC CAUSEWAY (Gremlin Graphics)

Right, what's next. Ah yes, GAV's infinite time listing for Gremlin's excellent racing game. All you've got to do to get the thing working is type in the listing, RUN it and press play on tape. It couldn't be much simpler, could it?

```
10 FOR X=336 TO 375
20 READ B:POKE X, B:C=C+B:NEXT
30 IF C=3671 THEN 50
40 PRINT "DATA ERROR":END
50 PRINT "INSERT TAPE"
60 SYS 336
70 DATA 32, 44, 247, 32, 108, 245, 169, 99
80 DATA 141, 186, 2, 169, 1, 141, 187, 2
90 DATA 76, 167, 2, 169, 112, 141, 28, 5
100 DATA 169, 1, 141, 29, 5, 76, 0, 4
110 DATA 169, 0, 141, 104, 58, 76, 160, 33
```

DRILLER (Incentive)

Now, thanks to that ever flat, fishy person the Kipperman, you can trundle around Mitral without fear of losing energy. To get things working, just type in the program and RUN it for unlimited shields and energy.

```
10 DATA 169, 53, 141, 40, 3, 169, 2
20 DATA 141, 41, 3, 32, 86, 245, 169
30 DATA 64, 141, 244, 3, 169, 2, 141
40 DATA 245, 3, 96, 169, 32, 141, 13, 1
50 DATA 169, 82, 141, 14, 1, 169, 2
60 DATA 141, 15, 1, 76, 167, 2, 169
70 DATA 173, 141, 223, 97, 141, 83
80 DATA 111, 141, 91, 109, 141, 172
90 DATA 97, 141, 32, 208, 96, 0
100 FOR L=552 TO 999:READ A
110 POKE L,A:IF A=0 THEN 130
120 NEXT
130 POKE 53280,2:POKE 53281,2
140 POKE 157,128:SYS 552
```

BMX SIMULATOR (Code Masters)

Grant Robson from Renfrewshire in Scotland has supplied a little something to cheer up those who are getting a little bored with this biking game. Just load the game and reset the computer, so that these can be entered . . .

POKE 53271,255
POKE 53277,255
SYS 4096

For Giant BMX Simulator. Or

POKE 53277,255
SYS 4096

To play Gordon Houghton Simulator. Or

POKE 53271,1
POKE 53277,1
SYS 4096

For a larger green bike. Or

POKE 53271,2
POKE 53277,2
SYS 4096

For a larger red bike. Or

POKE 53271,255
SYS 4096

To play Paul Glancey Simulator

HEAD OVER HEELS (Ocean)

Here's an 'unlimited everything' POKE from Robert and Michael Troughton. It certainly does give everything – Heads, Heels, donuts (once picked up), speed (once picked up), invulnerability (once picked up), and unlimited jumps (once picked up). Just type in the listing, RUN it, and press play on the rewound tape.

```
10 DATA 198,157, 169, 0, 162, 1, 168, 32, 186, 255,
32, 189, 255, 32
20 DATA213, 255, 169, 208, 141, 146, 4, 96, 206, 126
117, 206, 154
30 DATA 122, 169, 128, 141, 109, 117, 76, 3, 1, 0, 0,
0, 0, 0, 0, 0, -1
40 FOR L=53229 TO 53300:READ A:IF A=-1 THEN
SYS 53229
50 POKE L,A:NEXT
```

RAMPAGE (Activision)

More infinite things from GAV of Bolton. This one gives an unlimited supply of monsters for all three participants. By the way, just to show you that the listing has worked, the border goes blue.

```
20 SYS 65371:PRINT CHR$(5)
30 FOR A=4256 TO 4308:READ B:POKE A,B:NEXT
40 PRINT "INSERT YOUR RAMPAGE TAPE"
50 INPUT "PRESS RETURN TO LOAD"
60 SYS 4285
70 DATA 169, 189, 141, 27, 1, 169, 182, 141
80 DATA 29, 1, 169, 155, 141, 30, 1, 76
90 DATA 160, 197, 169, 49, 141, 159, 2, 169
100 DATA 234, 141, 160, 2, 96, 169, 178, 141
110 DATA 40, 3, 169, 16, 141, 41, 3, 32
120 DATA 44, 247, 32, 108, 245, 169, 16, 141
130 DATA 238, 2, 76, 81, 3
```

BLACK HAWK (Creative Sparks)

This golden oldie (ugh!) has had a fair few POKEs in its time, but the latest ones from RW Troughton gives the the player total invulnerability – but still allows him to destroy other objects.

Load the game and reset the computer so that these glowing beauties may be entered . . .

POKE 12801,169:POKE 12802,254:POKE 12803,234

Now type SYS 8192 to get it going again.

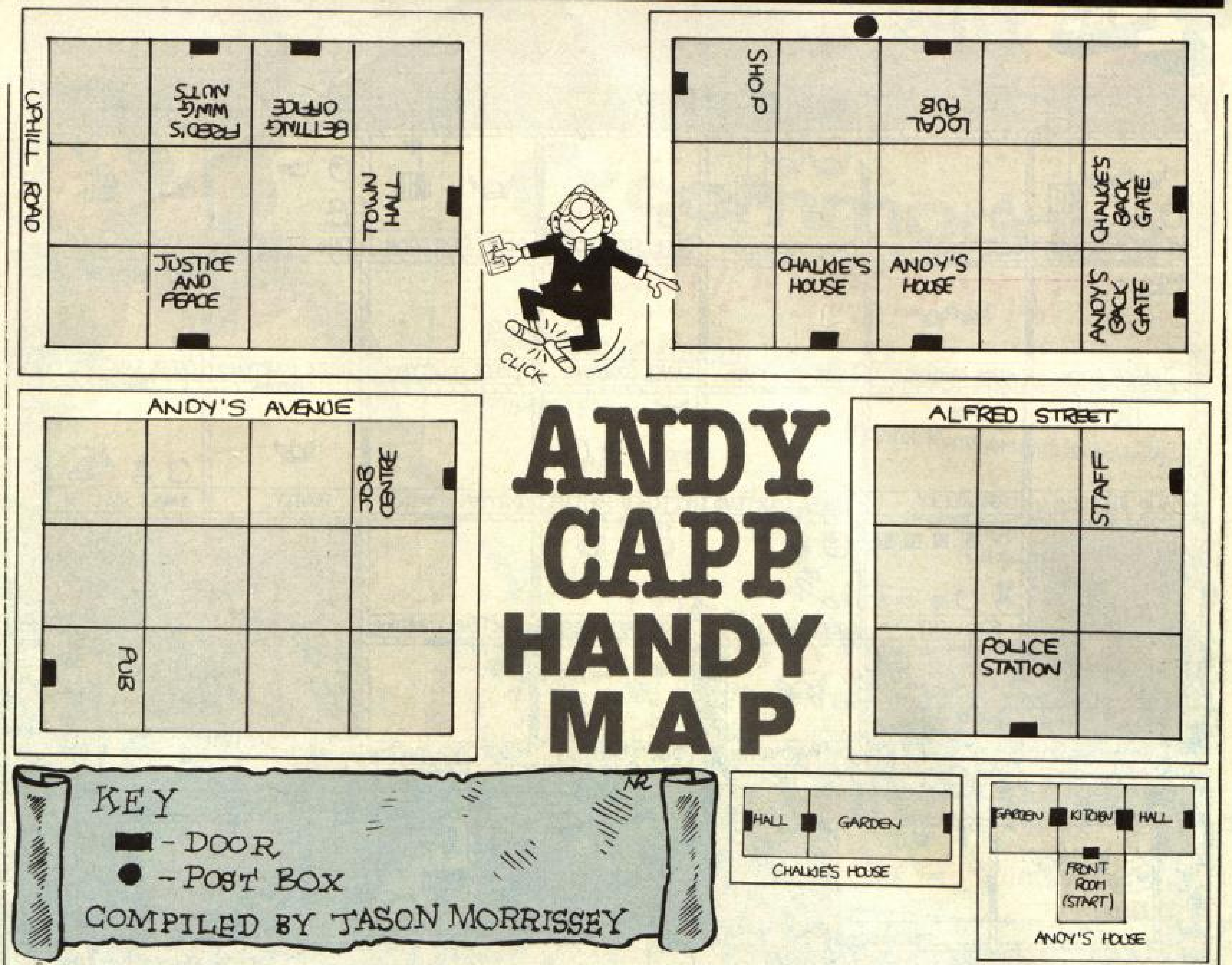
MACH (Starvision)

Steve J was on the phone to Starvision the other day, and they mentioned that there was a cheat mode in MACH. Just load the program, play it and get a highscore and put STARVISION-IQ in the highscore table. The next game you play you'll automatically get a big, fat, invincible mega-hard ship. So there . . .

SECRET OF KANDAR (Power House)

RW Troughton has hacked this funny little arcade adventure to death, and come up with some highly useful unlimited lives. Load the game, reset the computer and enter POKE 17288,173 (RETURN). Now type SYS 29952 (RETURN) to restart with infinitely improved longevity.

ANDY CAPP HANDY MAP



ANDY CAPP (Mirrorsoft)

Mick Mills and Al **say, 'type in listing to start with. Now enter the three letter word** RUN. **Rewind your** Andy Capp **tape and press play. The game loads with unlimited cash (wouldn't we all like that . . .), unlimited kisses, and you will no longer be an alcoholic!'**

Right, all you Andy Capp **fans – stub out that dog end and get listening! Here are some very useful tips from** Steven Keen **of Enfield, Middlesex.**

MONDAY
Go to Newsagent. Buy Daily Mirror and Racing News. Go to Flo's work place, wait until she comes and blows a kiss. Use Daily Mirror and you'll now have the benefit card. Go to the DHSS. Ask what jobs they've got on offer. Choose Heavy Work. She will ask you now what type of job you would like. Say a job in a factory. Don't say a job in a bank because there isn't a bank. Now go to the factory. Move cursor to speech icon and press fire. The man asks you what type of job you can do. Say 'computing'. He asks what computer you can use. Say 'Commodore', and he says, 'Have you had any experience'. Say 'No'. Take the job, move cursor to the wallet Icon, press fire and say 'Can I have a sub'. Now go to the Newsagent and say 'Lend me some money'. He says 'What for'. Say 'It's for Flo's housekeeping'. Now go to the Police Station and get key

TUESDAY
Go to DHSS and move cursor to wallet Icon and sign on. Leave DHSS, now get arrested.

WEDNESDAY
Go to betting office. Examine Racing News and place a bet on that horse 'A Trap'. You should now have the Rent Book. Don't bet on any other days other than Wednesday. Go to Town Hall, pay rent and get arrested.

THURSDAY
Get arrested again.

FRIDAY.
Get arrested again.

SATURDAY
Go to Chalkie's house and go to his garden and wait until 12:00pm. Go right and you should have a red rose. Find your girlfriend, blow a kiss to stop her and use rose. Get arrested.

SUNDAY
Wait until 12:00pm. Find girlfriend, ask her where the giro is. She says she left it with the barmaid. Go to pub (the one nearest to your house) and say 'Have you seen my Giro'. You should now have the Giro. Find Flo, blow a kiss and use Giro.

By the way, Andy is only arrested when he fights and take beer outside the pub.

OPENING TIMES
Newsagent: 7:00am
Pub: 10:00am-1.00pm 6:00pm-10:00pm
Bookmakers: 12:00pm
DHSS: 9:00am
Factory: 9:00am
Town Hall: 9:00am

RICOCHET (Firebird)

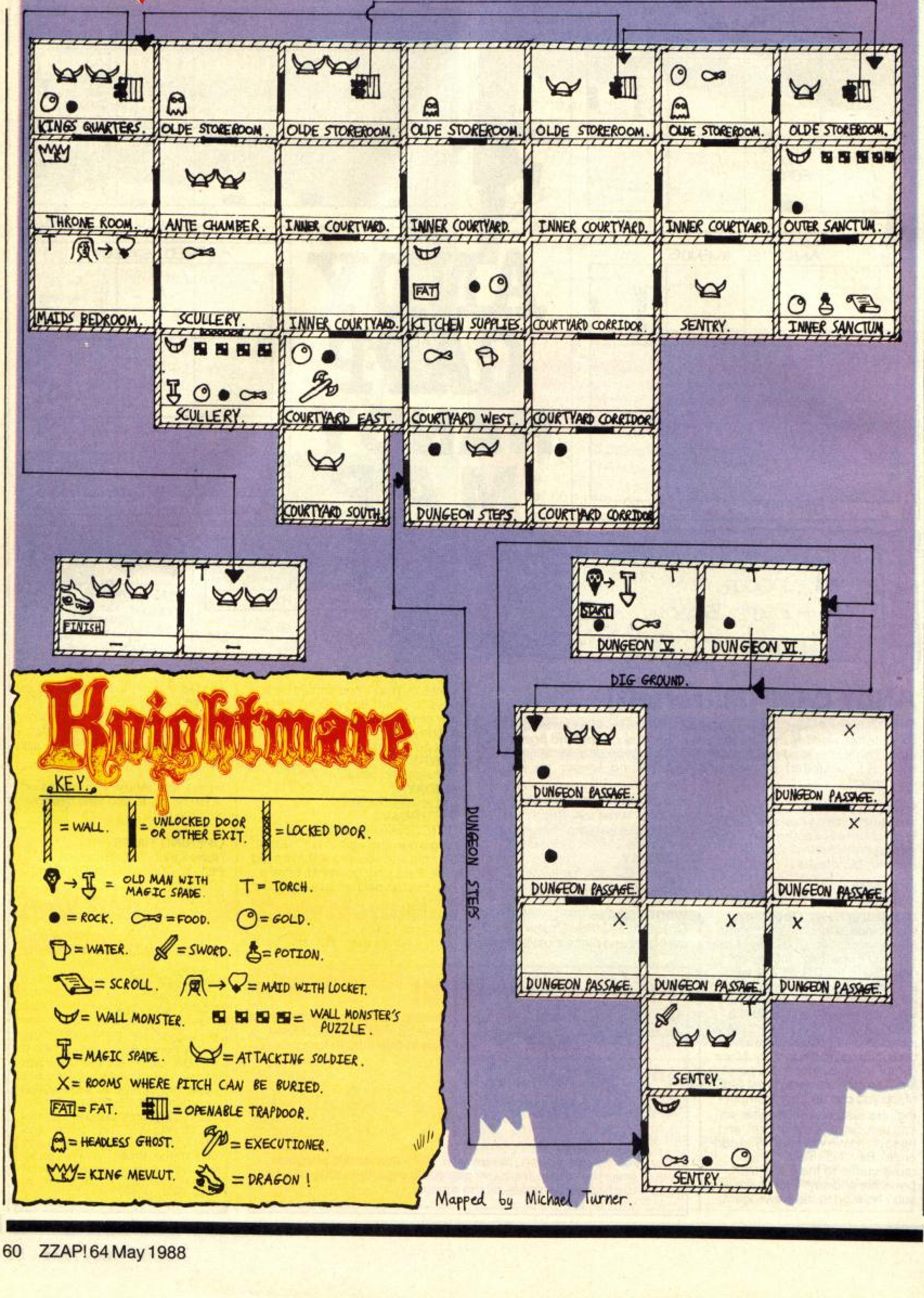
It's the Biz **from CMC with a little music hack for this game (which we haven't yet received – come on Firebird). Just load the game, reset the computer and type in this mini listing . . .**

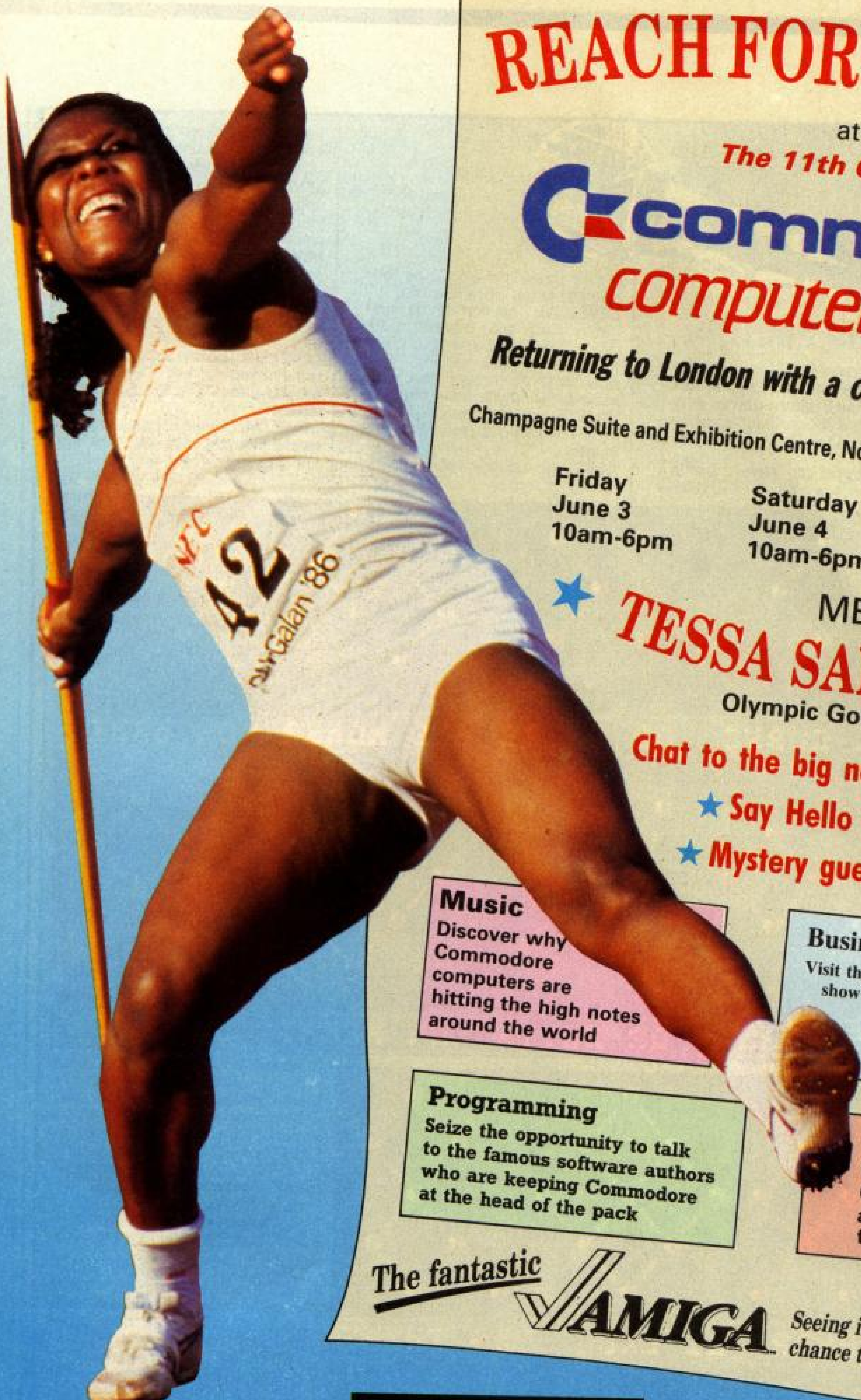
```
2 POKE 54296,15
3 SYS 13772
4 FOR L=1 TO 5:NEXT L
5 RUN 3
```

Yes, you've guessed it. When you RUN **this small program, you'll hear the music from the game. Change the value of L in line 4 to change the speed of the music.**

RYGAR (US Gold)

A certain Fred Flintstone **of the Delta Force has a quick POKE for US Gold's rubbish arcade conversion. Load the game and reset the computer so that you can type** POKE 9551,165 (RETURN) **for unlimited lives, and** POKE 4050,77 (RETURN) **and** POKE 4055,77 (RETURN) **to arrest the timer. When you've finished flexing your fingers, enter** SYS 2325 (RETURN) **to** restart the action.


KINGS QUARTERS.
OLDE STOREROOM.
OLDE STOREROOM.
OLDE STOREROOM.
OLDE STOREROOM.
OLDE STOREROOM.
OLDE STOREROOM.
THRONE ROOM.
ANTE CHAMBER.
INNER COURTYARD.
INNER COURTYARD.
INNER COURTYARD.
INNER COURTYARD.
OUTER SANCTUM.
T
MAIDS BEDROOM.
SCULLERY.
INNER COURTYARD.
FAT
KITCHEN SUPPLIES.
COURTYARD CORRIDOR.
SENTRY.
INNER SANCTUM.
SCULLERY.
COURTYARD EAST.
COURTYARD WEST.
COURTYARD CORRIDOR.
COURTYARD SOUTH.
DUNGEON STEPS.
COURTYARD CORRIDOR.
FINISH
T
T
START
T
T
DUNGEON V.
DUNGEON VI.
DIG GROUND.
DUNGEON STEPS.
DUNGEON PASSAGE.
DUNGEON PASSAGE.
X
DUNGEON PASSAGE.
DUNGEON PASSAGE.
X
DUNGEON PASSAGE.
X
DUNGEON PASSAGE.
X
DUNGEON PASSAGE.
X
T
SENTRY.
SENTRY.
Knightmare
KEY.
= WALL.
= UNLOCKED DOOR OR OTHER EXIT.
= LOCKED DOOR.
= OLD MAN WITH MAGIC SPADE.
T = TORCH.
= ROCK.
= FOOD.
= GOLD.
= WATER.
= SWORD.
= POTION.
= SCROLL.
= MAID WITH LOCKET.
= WALL MONSTER.
= WALL MONSTER'S PUZZLE.
= MAGIC SPADE.
= ATTACKING SOLDIER.
X = ROOMS WHERE PITCH CAN BE BURIED.
FAT = FAT.
= OPENABLE TRAPDOOR.
= HEADLESS GHOST.
= EXECUTIONER.
= KING MEVLUT.
= DRAGON !
Mapped by Michael Turner.



REACH FOR THE STARS

at

The 11th Official

commodore computer show

Returning to London with a celebrity supporting cast

Champagne Suite and Exhibition Centre, Novotel, Hammersmith, London W6

Friday	Saturday	Sunday
June 3	June 4	June 5
10am-6pm	10am-6pm	10am-4pm

MEET

TESSA SANDERSON

Olympic Gold Medallist

Chat to the big names from Chelsea FC

★ Say Hello to Adam Faith ★

★ Mystery guest appearances ★

Music
Discover why Commodore computers are hitting the high notes around the world

Business
Visit the Business World sector – the show within a show. See how your company can benefit from the power and versatility of Commodore machines

Programming
Seize the opportunity to talk to the famous software authors who are keeping Commodore at the head of the pack

Games
Hurry along to the fabulous Commodore games arcade and play all the latest hit titles – FREE

The fantastic AMIGA *Seeing is believing! This is YOUR chance to try it out for yourself!*

Cut the queues and save £1 per head – with this advance ticket order

Advance ticket order

commodore computer show

Novotel
Hammersmith, London W6
June 3-5 1988

Please supply:

☐ Adult tickets at £2 (save £1).................. £ _____

☐ Under 16s tickets at £1 (save £1).......... £ _____

Total £ _____

☐ Cheque enclosed made payable to: Database Exhibitions

☐ Please debit my Access/Visa card no:

☐ Access/Visa

□□□□□ □□□□□ □□□□□ □□□□□

Admission at door: £3 (adults), £2 (under 16s)

Advance ticket orders must be received by Wednesday May 25.

Post to: *Commodore Show Tickets, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.*

Name ....

Address ....

....

Signed ....

PHONE ORDERS: Ring Show Hotline: 0625 879920
PRESTEL ORDERS: KEY *89, THEN 614568383
MICROLINK/TELECOM GOLD ORDERS: 72:MAG001
Please quote credit card number and full address +A364

ZZAP! TIPS



HUNTER'S MOON (Thalamus)

Not content with writing his diary, programmer Martin Walker **has also written up these highly useful tips for his Sizzler shoot 'em up. By the way – if you haven't got this brilliant game, why not take advantage of the special** Hunter's Moon/Quedex **offer in this month's ZZUPERSTORE pages – go for it!**

The Hunter's engines make it highly manoeuvrable in most situations. If you need to edge closer to line up for a starcell raid stop first and use a tap on the joystick (especially if you get thirsty) to move one cell width at a time. For fast acceleration when you really want to go (must be all that drinking) hold the fire button down as you push off (no comment).

If you enjoy the Loopspace Trainer, then the B title sequence patterns can be seen by starting the game on the desired pattern and going straight into Off Duty mode. Also, the 16 randomly chosen 'superpatterns' seen at the end of each subgame show their co-ordinates while onscreen for later experimentation.

Below are a baker's dozen of tips for levels that I particularly enjoy, especially chosen for ZZAP! readers.

LEVEL 27: A green nightmare. Two starcells are relatively easy to get, but the one inside a double ring of wormcells is also the crossing point of all other workers – wait for them to continue past the ring before you attempt anything.
LEVEL 28: A city of twisted metal. There are several narrow entrances to the city. Always wait in a safe spot in the passageways before passing a worker as their spores are too close to avoid.
LEVEL 36: The first of the stargates. Keep your head! It looks difficult only because the gates themselves keep moving. Only attempt to go through one if the worker is nowhere in sight or travelling away from you, otherwise you'll find it closing on the Hunter.
LEVEL 42: A good bass line (sorry, wrong song!) A tricky stargate level, but at least there are no spores. Always use retros on this one and move very carefully.
LEVEL 43: Pure radar work and nothing to attack you as long as you avoid the workers. A nice place to relax after a good blast.
LEVEL 49: The blue chambers. There are four moving 'doors' to negotiate here to move between them. Keep away from the walls as much as possible, as they are deadly!
LEVEL 71: The first appearance of the homing worker. Don't hang around unless you like being followed!
LEVEL 74: Double diagonal crossroads. Go right until you meet the first crossroads, wait until it's clear and then grab the starcell and turn smoothly upwards. If you keep going vertically you will grab the other starcell just before the workers arrive at the second crossroads. Very satisfying when you get the hang of it!
LEVEL 75: Solid mass. Just for Paul Cooper (Thalamus' fast drivin', rock 'n' rollin' MD), and for anyone else who likes a good blast (and I don't mean swearing at the screen).
LEVEL 87: The first of the 'switchers'. If you don't know what to expect, watch out! A seemingly undefended starcell may prove your downfall. Try it and see.
LEVEL 94: Don't underestimate this one. There's only one starcell but it's well defended. Go in from the right just after all the workers go past.
LEVEL 107: A corker to start the Umbra system. Somewhere a whole gang of workers have teamed up into a homing chorus line. They're mean and blue and out to get you!
LEVEL 126: Connected maze of chambers with stargates, and a tricky one. If you haven't got a shield left keep moving between chambers to avoid spores while you track down that elusive starcell.





RENEGADE (Imagine)

If you're being beaten up before you can reach your girlfriend, take heed of the advice sent in by Renegade **expert** David Pocock **of South Croydon, Surrey. He's got the information you need to conquer all five levels.**

LEVEL 1
This level isn't very hard and can be completed by moving to the left of the tube station until you meet a wall. Stay at this wall, let the baddies move into you and you can smash them to the ground. The boss at the end of the level is easily beaten by using two high kicks repeatedly, or just punching him (which takes much longer).

LEVEL 2
At the beginning of this level motorbikes come zooming out from both sides of the screen. The best way to take these out is by using a well-timed high kick. No other move is needed as it will result in a fall. Now move straight to the right of the sea front where you'll meet a wall as in level one. Stand at the wall and let the baddies move in, allowing you to bash them up. The boss at the end of this level cannot be punched, so use high kicks repeatedly and remember not to mess around or he does a round house kick and time is wasted as you recover.

LEVEL 3
Move straight to the right of this grotty street scene until you meet a wall. Let the baddies move in and let them have it. Remember that time soon goes in this level, so take the baddies out quickly, especially the coloured women as these need to be decked three times. Now comes Big Bertha, one of the hardest bosses. Run away from her and she runs at you, allowing you to do a well-timed high flying kick to deck her. Do this repeatedly. The back kick isn't as effective as the flying kick, but use this method if timing the jump is a difficult process.

LEVEL 4
This is a very tricky level as there are skinheads with knives, and it only takes one stab to kill you. The best method to get rid of them is to keep moving around, and when a space becomes available use a well-timed high kick which will deck them, and then quickly pull down over their body and smash them in the face. There are seven or eight skinheads, but they only attack in groups of three. There's no boss at the end of this level and you move straight into the final building.

LEVEL 5
The level starts off with the final boss shooting his gun at you, but he also has four skinheads with him from level four (although they appear one at a time). The boss fires when he's on the same line as you, so keeping moving around, and when a spare moment arises use the high kick to floor the skin, quickly pull down over him to smash him in the face. Continue until all are killed. Move up to the boss on a diagonal, punch him and stand over his body so that when he arises you can repeatedly punch him. Remember to dispose of the skins quickly, because as much time as possible is needed to kill the boss.

FIGHTING THE BADDIES
If a baddie is unarmed you must punch him five times in the face, which will stun him for a few seconds. Quickly move onto him and press the punch key to knee him.

Unarmed baddies only need two punches to daze them before you can move on to them and knee them.

Use the subway to get used to using the high kick as this is essential on levels three, four and five.

Remember skinheads can't be punched.

This big boss on level five is the hardest to avoid, so take care in not trying to kill him straight away as the results are fatal.

ZENJI (Firebird)

This is one of my all-time favourite puzzle games – it's amazing! If you want to see some of the later screens, but are having trouble getting there, try this unlimited lives listing from Martin Pugh. **Just type it in,** RUN **it and press play on tape to load the game with unlimited Zenjis. By the way, this listing only works on the Firebird version.**

```
1 FOR A=4109 TO 4141:READ B:POKE A,B:C=C+B:NEXT
2 IF C=4061 THEN POKE 157,128:SYS 4109
3 PRINT "DATA ERROR"
4 DATA 32, 104, 225, 169, 32, 141, 226, 3, 169, 16, 141, 228, 3, 32, 123, 227
5 DATA 72, 77, 80, 141, 32, 208, 169, 169, 141, 208, 137, 169, 4, 141, 209, 137, 96
```

STORM (Mastertronic)

It's that Kipperman **once more, and he has a listing which gives both players unlimited energy. Just type it in,** RUN **it and press play on tape . . .**

```
1 FOR X=53210 TO 53247:READ A:POKE X,A:NEXT
2 SYS 53210: DATA 32, 86, 245, 169, 232, 141, 178, 2
3 DATA 169, 207, 141, 179, 2, 96, 169, 245, 141, 87, 140
4 DATA 169, 207, 141, 88, 140, 76, 0, 140, 169, 173, 141
5 DATA 226, 127, 141, 234, 127, 76, 172, 117, 1, 2, 3, 4, 5
6 DATA 169, 32, 189, 32, 208, 157, 33, 208, 208, 3, 76, 226
7 DATA 252, 76, 167, 174, 238, 32, 208, 76, 3, 3, 169, 4, 141
8 DATA 178, 2, 169, 3, 141, 179, 2, 167, 209, 141, 180, 2, 96
9 DATA 238, 33, 208, 72, 169, 1, 104, 104, 1, 2, 3, 4, 5, 4, 3
10 DATA 173, 33, 208, 141, 32, 208, 173, 32, 208, 141, 0, 208
11 DATA 2, 1, 2, 20, 1, 32, 18, 9, 7, 14, 1, 12, 12, 238, 33, 208
12 DATA 169, 32, 238, 33, 208, 76, 226, 252, 96, 2, 15, 2
```

SABRE WULF (Firebird)

This really takes me back – I used to play this on the Spectrum years ago! If you own a copy of the 64 conversion, go and get it out of the cupboard and load it up (I bet you haven't played it for yonks). When it's finished, reset the machine, enter POKE 45219,173:SYS 3328 (RETURN) **and you'll be awarded unlimited sabremen. Now go and find those amulet quarters.**

GARFIELD (The Edge)

If it's unlimited food and unlimited awakeness you're after, R Troughton, **otherwise known as the** Kipperman **has a little reset POKE just for you. Just load the game, reset the computer and enter** POKE 25389, 173:POKE 25370, 173 (RETURN) **followed by** SYS 24320 (RETURN)**. Unfortunately, the cheat doesn't stop old Garf eating useful objects – he eats anything!**

SUNBURST (Rack-it)

Kipperman**'s got an unlimited lives listing for this sun-busting budget title. Just type it in and** RUN **the program and the game will load with an endless supply of space ships.**

```
1 DATA 32, 86, 245, 169, 78, 141, 41, 4, 169, 1, 141, 42, 4
2 DATA 96, 169, 91, 141, 131, 8, 169, 1, 141, 132, 8
3 DATA 76, 174, 167, 160, 7, 185, 113, 1, 153, 189, 0, 136
4 DATA 16, 247, 169, 189, 133, 58, 169, 0, 133, 59, 76, 8
5 DATA 0, 169, 173, 141, 19, 150, 76, 205, 4, 1, 2, 3, 4, 5
6 DATA 32, 18, 15, 2, 5, 18, 20, 32, 20, 18, 15, 21, 26
7 FOR L=320 TO 376: READ A:POKE L,A:NEXT
8 POKE 53280,0:POKE 53281,0:SYS 320
```

HUNTER'S MOON (Thalamus)

Ian of Heywood, Lancs and Rebb of Delta '87 have a couple of POKEs for this brilliant game. First of all, load the game and then reset the computer so that these may be entered . . .

POKE 2048,173:POKE 2049,78:POKE 2050,12 (RETURN)
SYS 2064:SYS 3435:POKE 3150,(1-3) (RETURN) **To hear the 3 tunes**

Or if you want some unlimited lives, just type . . .

POKE 8155,234:POKE 8156,234:SYS 6412 (RETURN)

And an unlimited supply of Hunters are yours for the taking.

THE DOUBLE (Scanatron)

Ian Hawkins and Ashley Low of Burgess Hill, West Sussex have some useful tips for this incredibly slow football game. It's a shame really – if it had been faster, it would have been a really neat little game. Anyway, on with the tips . . .

When you're in the 3rd Division, try to start managing a team whose attendances are quite high, since this will give you the extra revenue you need to be successful. Such teams are Derby County, Bolton Wanderers and Bournemouth.

Try not to have too many players with wages under £250 in your team. The higher the wages, the better the player (and the better your team).

Good 3rd division players can be bought for no more than £32,000. If you're bidding any more than this, you're wasting money.

Never buy a number 10, unless you know that he's a good player or you desperately need one. This is because number 10's are the most difficult to sell.

Not every position from 1 to 11 has to be filled, although in higher divisions, it's preferable. If you have two good players of the same position it is often better to play them both and drop a lower value player. Try to get a good balanced team, ie not too many defenders or attackers.

The higher your opponent is in the league and the higher their gates, the higher your gate will be when you play them at home. It's important to allow for this before the game, as you may be fired if you underestimate the gate.

Don't buy players for the fun of it, unless you know they're good, or that you have a good chance of selling them again. You'll be wasting money that you can't really afford to waste.

2ND DIVISION
First of all, use the last five tips from the 3rd Division. Try to get your teams wages all over £455. To get promotion, several players of at least £470 are required.

Good 2nd division players can be bought from anything between £60,000 to £80,000. There may be an occasional player worth £100,000.

In this division it's risky to buy 3rd division players unless you know they're good. Concentrate on buying 2nd and 1st division players if you can afford it.

1ST DIVISION
To have any sort of a good team, most players need to have wages of at least £870. A team that is capable of doing 'The Double' will have many players with wages over £1,000 a week.

A good 1st division player (worth £870 and more) will cost you in the region of these prices.

WAGES(£)	VALUE(£)
1700	890,000
1400	480,000
1000	420,000
980	300,000
955	235,000
870	185,000

If you find yourself getting near capacity crowds, try to increase your ground capacity.

INJURIES
Throughout the season, you're bound to be plagued by injuries. The following treatment may be useful:
NO WORKOUTS: broken ribs, broken leg, cartilage
LIGHT WORKOUTS: ligaments, hamstring
NORMAL WORKOUTS: knee, pulled muscle; broken arm, back trouble
HARD WORKOUTS: flu, sore calf muscle, thigh strain

The above treatment will reduce the injury length by one extra week each week. Always give treatment to injuries. If you give the wrong treatment, the injury length will increase by one week.

MISCELLANEOUS
It helps to keep a record of your team and player performances. This will make team selection easier. Never employ scouts, they're hopeless! You never actually have to employ a physio. When you get an injury it will say *no physio employed.* Don't worry, just go to the staff details option on the menu and employ him. Then treat the injured player and unofficially sack the physio by returning to staff details menu. This way you'll treat your players for their injuries, but never have to pay the £200 wage bill that it specifies.

To aid your financial situation, loans can be taken out. The amount is variable depending on the division you're in. Your loan is initially payable over 50 weeks.

If you've paid a number of weeks of your loan and are still short of money you can decrease you're weekly loan repayment. This can be done by going to the BANKS and LOANS option and then taking out a loan of £10.00. This automatically recalculates your load repayments back to 50 weeks.

At the start of each season try to sell as many players who fall under the specified wage limits. This will bring in extra revenue for the purchase of new players.
DIVISION 1: Sell players below £870
DIVISION 2: Sell players below £455
DIVISION 3: Sell players below £250

Try and play your best team for the FA Cup, because if you lose you'll have to watch other boring cupties that have no reference to you and your team. You can, of course, make a note of good players and hope they come up for transfer at a later date.

Maximum squad size is 18 players and minimum speed size is 12 players.

If you have a large squad size you'll be prone to more injuries than if you have a small squad. Try to sell unwanted players.

There are no obvious skill levels in *The Double.* It depends on the team you start with in the 3rd division. Some teams are easier to manage than others – Bolton and Derby will give you a good starting line-up, whereas you'll have to work hard to get Newport or Notts County promoted.

Don't ever spend more money than you've got. You'll be immediately sacked.

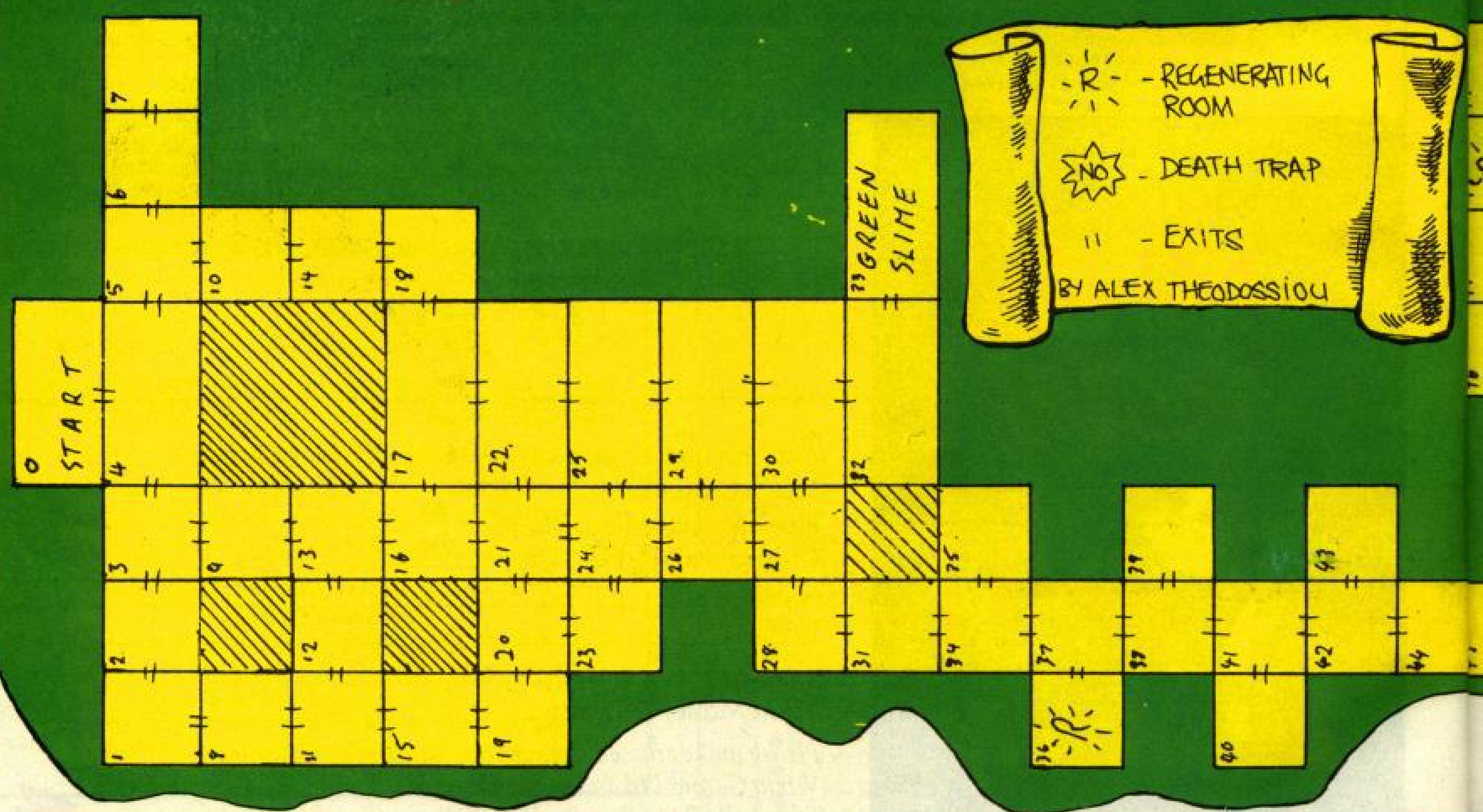
Finally, a 'risky' tip. If you're short of money in divisions 1 or 2, buy a 3rd division player for as small amount as possible. When he joins your Club, his wages will increase and you can hopefully sell him making a good profit on him. The only problem is that often you'll not be able to sell him.

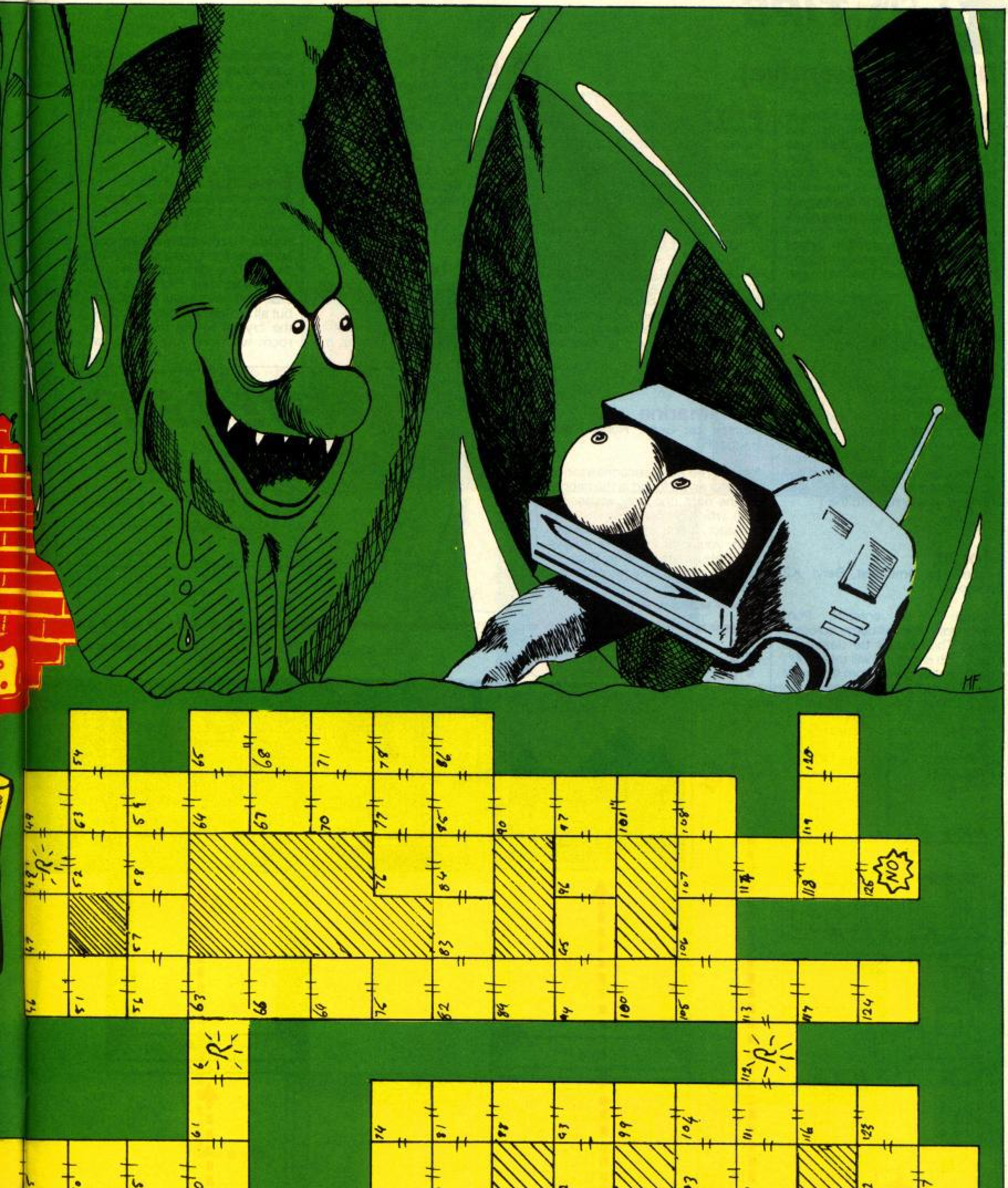
ZIG ZAG (Mirrorsoft)

This is a little bit tricky, so GAV's unlimited lives listing is very useful indeed. Just type in the program, RUN it and press play on tape.

```
10 FOR X=5444 TO 617
20 READ B:POKE X,B:C=C+B:NEXT
30 IF C=8612 THEN 50
40 PRINT "DATA ERROR":END
50 PRINT "PLEASE INSERT TAPE"
60 SYS 544
70 DATA 169, 74, 141, 40, 3, 169, 2, 141
80 DATA 41, 3, 169, 128, 133, 157, 169, 1
90 DATA 170, 168, 32, 186, 255, 169, 0, 32
100 DATA 189, 255, 32, 213, 255, 169, 85, 141
110 DATA 233, 2, 169, 2, 141, 234, 2, 76
120 DATA 81, 3, 169, 49, 141, 159, 2, 169
130 DATA 234, 141, 160, 2, 96, 169, 98, 141
140 DATA 206, 1, 169, 2, 141, 207, 1, 76
150 DATA 232, 2, 169, 165, 141, 172, 51, 76
160 DATA 235, 2.
```


SCUMBAL


START
GREEN SLIME
R - REGENERATING ROOM
NO - DEATH TRAP
|| - EXITS
BY ALEX THEODOSSIOU



ZZAP! TIPS

DRILLER (Incentive)

I'm afraid the art department messed up last month and printed the Driller **map that I was saving for this month – they should have printed a** Platoon **map instead! Oh well, here it is again, complete with the tips as it should have been presented. For some reason no-one can get to sector 18. Is it possible, or has Incentive made a programming mistake? Write and let me know.**

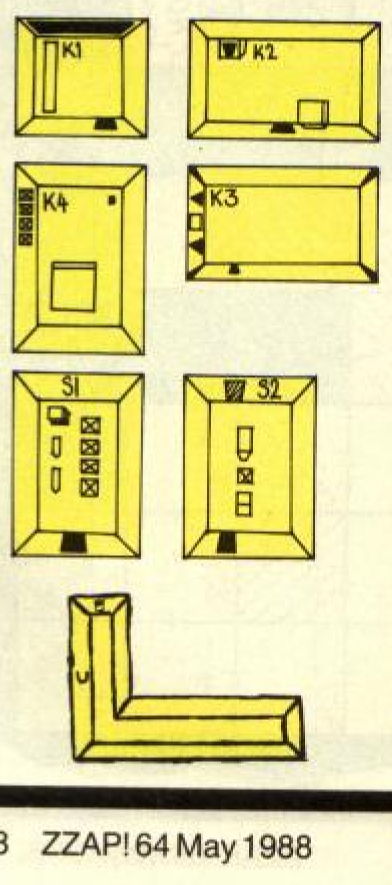
Amethyst
Access to: Lapis Lazuli, Niccolite, Topaz, Obsidian, S1 stores

Notes: Stores S1 is shootable from the outside. The well which bisects this platform is also shootable. The drill point is marked with a X. The cube switch will allow the section in the north wall to disappear when shot, allowing access to Obsidian. The teleport (to Ruby) is activated in complex K1 – to teleport simply run into the T.

Topaz
Access to: Amethyst, Beryl, K2 complex

Notes: When entering from Amethyst, you will come across a laser. This cannot be destroyed but if you shoot it it will rotate 90°, thus removing you from its line of fire. To enter K2 complex with the probe, move directly onto the slab under the door, then turn so you can see the two switches. Shoot the left switch to go up. To get down shoot the right one. DO NOT FALL OFF!

MAPS



Beryl
Access to: Topaz, Quartz, Aquamarine, Basalt, K3 complex

Notes: The massive laser which guards the K3 entrance can be disabled by shooting the three power lines which can be seen on the map. The teleport (to Emerald) is activated in K1 complex.

To open up exits in the walls leading to Basalt and Aquamarine, enter K3 complex and shoot the signs on the wall. Shooting to three squares will open Aquamarine, shooting to three triangles will open Basalt; only one can be opened at a time.

Aquamarine
Access to: Beryl, Ruby, Ketar Hangar H1

Notes: The Ketar reconnaissance aircraft can be found in the hangar on the right (the only accessible one), which is opened by shooting the door. If you are not in the aircraft, you must follow the arrows precisely when entering Ruby or you will plunge to your doom on Mitral's surface.

Ruby
Access to: Aquamarine, Opal, Malachite, Ochre

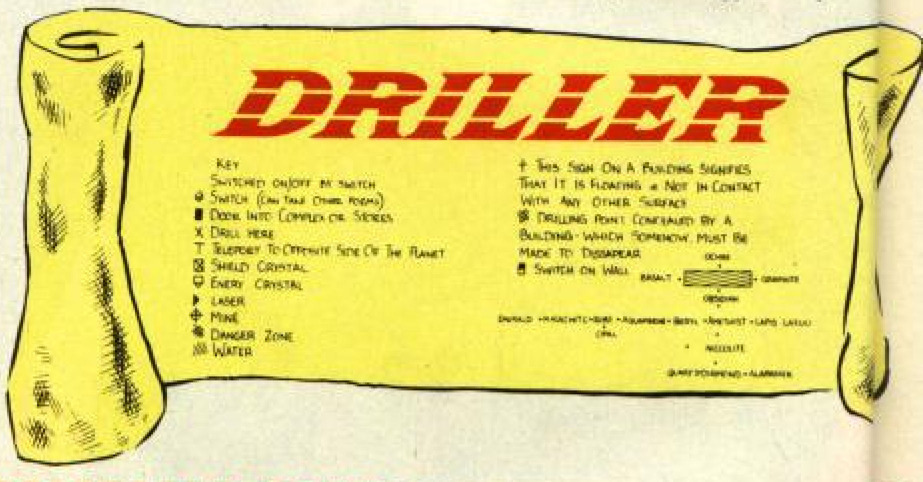
Notes: The diamond-shaped block floating in the middle is a laser which will fire at you if you shoot it. To drill you must be exactly in the middle of the pathway. The teleport (to Amethyst) is activated in K1 complex.

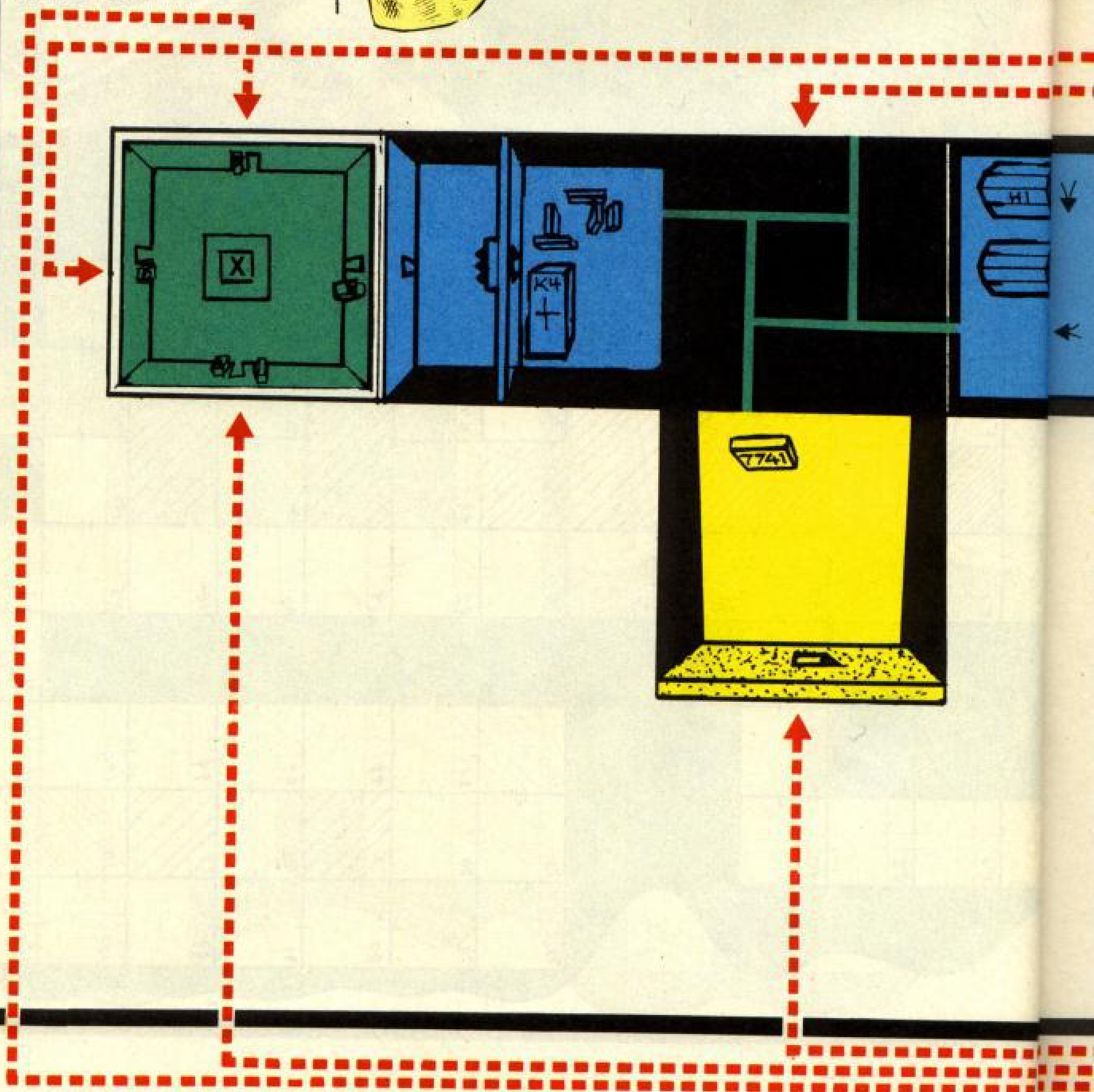
Malachite
Access to: Ruby, Emerald, K4 complex

Notes: You need the aircraft to enter K4 through the hole at the bottom. Shoot both the eyes of the Gate Guard to turn him off, but beware – if you shoot his nose he'll shoot at you once more. His fangs and all other blocks can be shot for points.

Emerald
Access to: Malachite, Alabaster, Lapis Lazuli, Graphite

Notes: To reveal the drilling point, shoot the top crystal and run over the block underneath (which will then disappear). The lasers on the east and west have blind spots, but all are indestructible. Shooting the crystal in the middle of the room will raise your energy and





shields five times before disappearing. The teleport (to Beryl) is activated in K1 complex.

Lapis Lazuli

Access to: Emerald, Amethyst

Notes: Shooting the switch will remove both the obstructive barrier and the door to Emerald. Shoot the switch again after passing the barrier. You can see over the barrier but you can't climb over it. The pyramids do not contain energy: their only functions are to add points to your score when you shoot them and to get in your way.

Niccolite

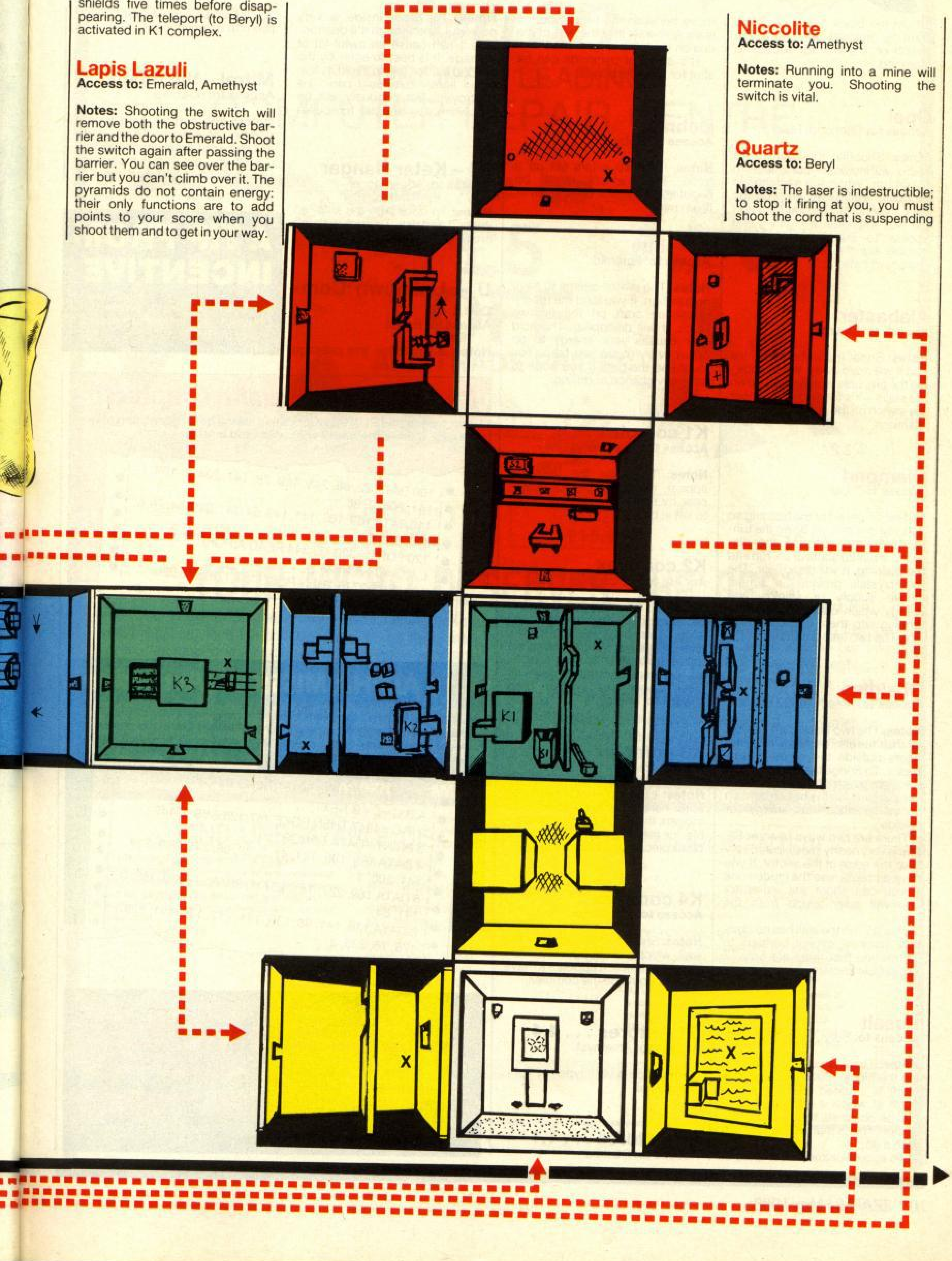
Access to: Amethyst

Notes: Running into a mine will terminate you. Shooting the switch is vital.

Quartz

Access to: Beryl

Notes: The laser is indestructible; to stop it firing at you, you must shoot the cord that is suspending



it from the block above. The drill point is marked X. Shoot the switch on the wall for access to Diamond.

Opal
Access to: Diamond, Ruby

Notes: Shooting the floor in this sector will increase your shields to maximum. When the switches in Niccolite, Alabaster and Quartz have been shot, the one here and the wall will fall down, giving you access to Diamond. What the number signifies is unknown (drilling coordinates?).

Alabaster
Access to: Emerald

Notes: Shoot the water five times and it will drain away. When entering the pit, make sure you go down the stairs – it's too far to fall. Shoot the switch on the wall for access to Diamond.

Diamond
Access to: Opal

Notes: To get rid of the building so that you can drill, go down the tunnel and keep shooting the diamond. After 20 shots or so, run into the building. It will disappear. The two crystals provide an almost infinite supply of shields and energy which can be tapped by running into them (not by shooting). The two lasers can be shot.

Obsidian
Access to: Amethyst, S2 stores

Notes: The two lasers can be shot off their turrets. There are no other lasers outside the stores in this sector. To bridge the trench, shoot the slab which stands next to it. The pyramids in the trench contain bonus points, not energy or shields.

There are two ways to enter S2; one is very nearly invisible and very near the edge of the sector. If you have a choice, use the hidden one – you can shoot the extremely powerful laser inside from the back.

The '17' on the wall has no obvious function, except perhaps to inform you that there are only 17 accessible sectors.

Basalt
Access to: Beryl, U

Notes: There is no way of removing the block under which the drill point is situated. But there is a point at which a reading of 50% can be obtained, thus clearing the sector. This is marked on the map with a dot.

To access unknown complex U, move between the two L-shaped walls and walk into the end of the one on the left.

The stack of pyramids can be shot for a points bonus.

Ochre
Access to: Ruby

Notes: The two pillars set up a force field which must be negotiated (it has a blind spot) or flown over.

Graphite
Access to: Emerald

Notes: The switch seems to have no function. If you land the reconnaissance craft on the floating block, it will disappear. The acid river causes your energy to go down every move you take. You must use the path if you hope to have any chance of drilling.

K1 complex
Access to: K2 complex

Notes: To make the teleports appear, make the blocks disappear by shooting them from right to left in order.

K2 complex
Access to: K1 complex, Topaz

Notes: To enter K2, go behind the computer bank opposite the entrance. This bank also disposes energy crystals. Keep shooting the top of the bank till an energy crystal permanently materialises (it takes about four shots). Then shoot it for energy.

K3 complex
Access to: Beryl

Notes: Look out – scanners can enter here. Shooting in this room triggers the on/off signal responsible for the door: even shooting a blank piece of the wall will do this.

K4 complex
Access to: Malachite

Notes: Shoot the four lasers on the wall, which are destructible. Then shoot the block: it appears to have no effect outside the complex.

S1 – stores . . . 4,4
Access to: Amethyst

Notes: Rich in both types of Rubicon crystal.

S2 – stores . . . 1,1
Access to: Obsidian

Notes: The laser inside is very powerful, and though it's destructible it can cause an awful lot of damage. It is best to enter by the second hidden exit to avoid its fire. The light fixtures can be destroyed, but curiously will be relit when you re-enter the building.

H1 – Ketar Hangar
Access to: Aquamarine

Notes: To dock with the ship, go under it and rise. To dock with the probe go over it and fall.

U – Unknown Complex
Access to: Basalt

Notes: If you follow this passage you'll find a switch which doesn't seem to do anything.

Mitral – the moon
Access to: nowhere

Notes: You can fall here from a number of places. There is no escape – not even with the aircraft – so if you get into this situation you should quit and start again.

A TIP FROM INCENTIVE

For unlimited shield, proceed to Obsidian and laser the southern end of the ground!

DEFLEKTOR (Gremlin Graphics)

Just type in and RUN this Kipperman listing before pressing play on tape to load the game with unlimited energy.

```
100 DATA 32, 86, 245, 169, 78, 141, 204, 2, 169, 1,
141, 205, 2, 96
110 DATA 169, 165, 141, 143, 54, 141, 249, 54, 76, 5,
8, 0, 0, 0, 0
120 FOR L=320 TO 344:READ A:POKE
L,A:C=C+A:NEXT
130 IF C=2776 THEN POKE 157,128:SYS 320
```

X-15 ALPHA MISSION (Activision)

Martin Pugh **of Holywell, Clwyd has a neat cheat for Activision's unusual flying game. Just type in and** RUN **the following listing before pressing play on tape, and the game automatically loads with infinite damage and fuel.**

```
1 FOR A=50149 to 50187:READ B:POKE
A,B:C=C+B:NEXT
2 IF C=4947 THEN POKE 157,128:SYS 50149
3 PRINT "DATA ERROR"
4 DATA 169, 195, 141, 41, 3, 32, 86, 245, 169, 219,
141, 206, 1
5 DATA 169, 227, 141, 207, 1, 96, 72, 77, 80, 169, 0,
141, 64
6 DATA 136, 141, 98, 136, 141, 212, 136, 141, 223,
178, 76, 235, 2
```

And that brings a close to this porcine tips special. If you've got anything in the way of tips, POKEs, maps and cheats, send them in to **Julian Rignall, ZZAP! TIPS, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB**. If they're good enough you'll more than likely see them and your name in print. If your tips are REALLY good, you could well find a £30 software voucher dropping onto your doormat . . .

Oh, well done to Martin Pugh of Holywell, whose prolific hacking (I've saved quite a few of his POKEs for next month) wins this months software voucher.

See you next month.

Verran

EUROPE'S LEADING COMPUTER REPAIR CENTRE



£5 OFF
ALL TRADE PRICES

AMSTRAD 464	COMMODORE 64	SPECTRUM	SPECTRUM PLUS 2
£25.00	**£22.95**	**£15.95**	**£19.95**

YOUR MICRO DESERVES THE BEST ...

When your home or business micro costs several hundreds of pounds, it deserves the finest repair facilities in Europe (well, probably!). And the finest prices – £5 off trade rates for a limited period only. ★ How? At Verran we use our own range of advanced automatic test equipment (now sold worldwide), backed by stringent 2-8 hour soak-rack testing. That means speed, ultra-low prices and, most important, guaranteed reliability. For the first three months we'll repair any fault free. For the next three, at half these quoted prices. ★ It's the finest service available.

★ Currently we handle over 3500 products on average every day. Providing services for such leading companies as Amstrad plc, Commodore Business Machines, Sinclair Research, Rank Xerox, Dixons, Currys, Boots, W H Smiths, John Menzies and many more. ★ Join them and take up our special offer now.

Recommended and Approved by ACORN AMSTRAD ATARI COMMODORE SINCLAIR

. . . AND UNBEATABLE DISCOUNTS ON ALL COMPONENTS!!!

★With over £500,000 worth of spares in stock, we can meet many of your specialised requirements. We've listed a few examples and for anything not displayed just call us and we'll quote immediately inclusive of first class post.

SPECTRUM SPARES	
Z80 CPU	2.50
ULA6001	7.00
Power Supply	6.50
ROM	7.00
4116 RAMS	.75
ZTX660	.40
ZTX213	.40
Keyboard Membrane	
Spectrum	3.00
Spectrum Plus	8.00
QL	9.00
Metal Templates	3.00

COMMODORE SPARES	
6510 Processor	12.00
6525 CIA	12.00
6581 Sid Chip	15.00
901225 Graphic ROM	10.00
901226 Basic ROM	10.00
901227 Kemal ROM	15.00
906114 House Keeper	10.00
6569-VIC	18.00
4164 RAMS-Memory	1.50
Power Supplies	
C64	19.50
C16	15.00
Plus 4	15.00

All the above prices include VAT but please enclose a further £1.50 post and packing on all components orders. All payment in pound sterling.

HOW TO CONTACT US

★For quotes on computers not listed or on any component, telephone 0276 66266. (Quoting ZAP/058).

★To send us your micro for repair, mail it securely packed, accompanied by cheque, postal order (made out to Verran Micro Maintenance Limited) or quote your Access or Barclaycard number. And to obtain your special discount quote ZAP/058 .

Verran

Verran Micro-Maintenance Limited, Unit 2H & 2J, Albany Park, Frimley Road, Camberley, Surrey GU15 2PL. Telephone 0276 66266.

TERRAMEX

Grand Slam Entertainments, £9.95 cass, £14.95 disk, joystick with keys

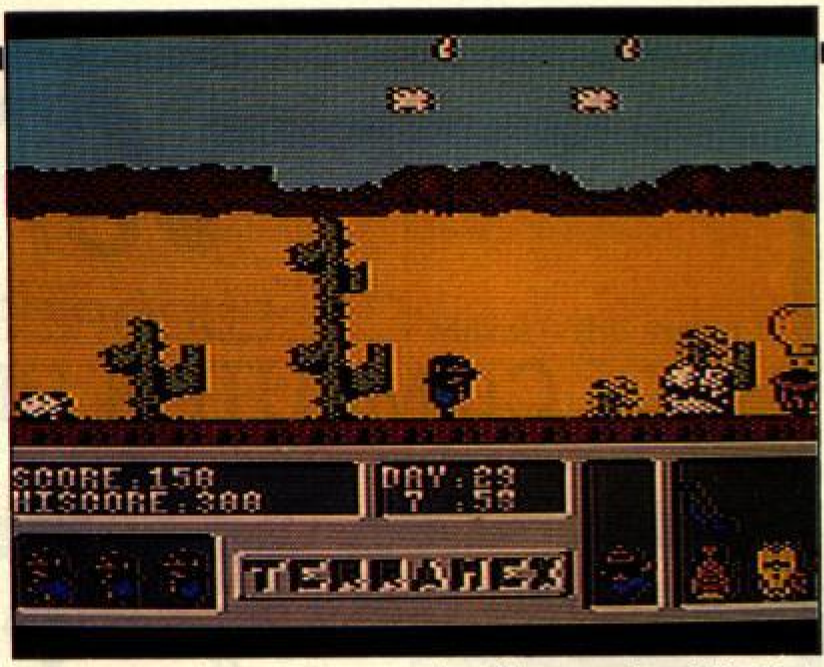
Two decades ago, Professor Albert Eyestrain predicted the Earth's collision with a gigantic meteor. Derision forced him into hiding, but those who laughed then do so no longer: the Earth has only one month before disaster strikes!

From a character selection screen, the player controls one of the world's five most reputable explorers in a mission to seek out the Professor, since only he knows how to deflect the meteor.

The screen displays the flick-screen playing area, with all the objects to collect and creatures to avoid. Different objects hold pre-determined functions which need to be discovered and used in the right place in order to facilitate progress. An information panel below details the current and high scores, number of lives remaining, current object in use and those held by the invisible 'bearers'.



I like a good platform/arcade adventure, but not when the gameplay is badly crippled by a series of moronic and ambiguous puzzles. With Terramex, **progression is made through trial and error, and not clear logic. You just have to keep on trying things out until they work, rather than sitting down to work out the puzzle. I don't mind if a problem is difficult – but these ones just seem like a long series of the programmers' in-jokes. Instead of experiencing triumph when a puzzle is solved, you end up feeling relieved that you've got that far (and I thought this was supposed to be entertainment). If the gameplay had been a little better thought out, I think I would have quite enjoyed the action – the graphics and sound are by no means bad, and the presentation is generally attractive. However,** Terramex **is just too unrewarding and self indulgent for its own good.**



► **Obscure puzzles ruin the effect generated by the cute graphics of *Terramex***



It's very difficult to create humour in a computer game, but Terramex **goes some small way to succeeding. It does capture some of the 19th Century exploration spirit in its choice of characters and their uniforms, reworking them into bold, cutesy and colourfully comic sprites. However, the background graphics are less impressive, even a little simplistic; only the occasionally excellent animation saves the whole effect from failure. The main problem, and the one which crucifies the game, is the ludicrously cryptic puzzle element. To say that one of the easiest is that a 'scroll' is necessary to launch a balloon (party manifesto equals hot air) will give you some idea. When such objects are required to make any real progress, the fun rapidly sours into tedium. As an added annoyance, the sound involves few paltry spot effects, whose simplicity even the cartoon format can't excuse. At a much lower price the reception might have been warmer; as it stands it's far from the top of my list.**

FRIGHTMARE

Cascade, £9.95 cass, £14.95 disk, joystick with keys

In the deepest reaches of the subconscious lurk primaeval memories of creatures long since vanquished from the light of day. They only emerge into the terrible dreamscape of the mind – the place where the player of *Frightmare* now finds himself trapped . . .



The concept behind Frightmare **is very limited: jump from screen to screen collecting objects and avoiding nasties. Graphically it's inconsistent: imaginatively designed and animated sprites are set against detailed backdrops – the piles of skulls are particularly striking – which achieve the ghoulish atmosphere they're designed to generate. Unfortunately, the funereal colour scheme sometimes descends into gaudiness. The sound is agreeably melancholic, with a morbid title track and some unusual in-game effects. Ultimately, the overall inspiration is marred by the gameplay: because the action is swift and freedom of movement limited, the gameplay is too frustrating to deserve a lasting accolade.**



After some interesting hype, Cascade's latest game comes as a bit of a disappointment. Rather than being scary, *Frightmare* is simply a mediocre platform game with morbid overtones. Admittedly a chilling atmosphere is difficult to convey, but apart from some macabre sprites and backdrops, *Frightmare* provides little ambience. I think the most annoying aspect is the ease of death: instead of having gradually depleting energy, one hit signals the loss of a life. There's no room for experimentation and on later screens, the frequency of death proves very frustrating. The appeal of seeing later screens isn't strong enough to warrant extended play, and the current price tag defies recommendation.

The main objective is to survive long enough to wake up, achieved by advancing the alarm clock to 8:12 am. The game starts at midnight and each new flick-screen visited accelerates the time by six minutes. The secondary objective is to increase the dream to its highest possible state. This is achieved by shooting monsters, picking up chalices or by successfully using objects in the inventory.

There are many monsters inhabiting the subconscious, including disembodied hands, werewolves, and even Satan himself. Contact with these is fatal, but five types of weapon are available for defence: holy water and bullets kill only specific types, watches slow creatures down and crucifixes freeze them, and one silver revolver is obtainable to destroy the most powerful of all the denizens.

Other objects are collected to



It's been a while since a good platform game was released on the Commodore . . . Could Frightmare **be the game to change the trend? Well, it boasts nicely detailed (though plainly coloured) graphics – both sprites and backdrops have obviously had long hours spent on their design – and there is a suitably haunting title tune. What follows, though, is a very standard, very uninspiring leapabout. Control of the player's character feels imprecise, which leads to frequent and frustrating death. The scoring system shows some innovation but the lack of variety between screens restrains feelings of progress, and there's an almost supernatural sensation of having seen it all before, and in a better form. As I said, it's been a while since a good platform game was released on the Commodore . . .**





PRESENTATION 68%
Average instructions, limited character movement, but the option of five characters to choose from.

GRAPHICS 49%
Big, bold and cute sprites, but below average backdrops.

SOUND 15%
Feeble in all respects.

HOOKABILITY 38%
Awkward movement and cryptic gameplay prove boringly unaddictive.

LASTABILITY 28%
The standard arcade adventure format reveals a tedious and stupidly involved game beneath.

OVERALL 31%
An excessively complex game that would have benefited from a lower price tag.

assist progress, including wings to increase the size of jumps, rings to bestow additional lives, and transporters which convey the player to another screen.

As the inner self is penetrated, the dream state, recorded in letters at the top of the screen, alters accordingly. Beginning with a 'bad dream' it slowly advances to finally become a 'nefarious frightmare'; after that the dreamer awakes.

PRESENTATION 78%
Lengthy instructions double as a poster, innovative scoring system and attractive screen display.

GRAPHICS 71%
Highly detailed backdrops and beautifully drawn sprites marred by gaudy use of colour.

SOUND 65%
Atmospheric title tune and unusual spot effects.

HOOKABILITY 42%
The urge to advance to the next screen is the only pull.

LASTABILITY 22%
The gameplay's simplicity and the strong frustration element grow tiresome all too quickly.

OVERALL 33%
A very simple platform collect 'em up masked by innovative presentation.

TIME FIGHTER

CRL, £9.95 cass, £14.95 disk, joystick only

In *Time Fighter*, the player becomes a trans-temporal mercenary and attempts to defeat eight troubled time zones populated by hostile opponents.

The action begins in the prehistoric period and develops through the Middle Ages, the wild west, the prohibition era, World War II and 1980s New York before culminating in the space age. Each landscape scrolls from left to right and survival to the end of the level sees the action flick to the next scenario.

Gangs of vicious adversaries shoot bullets, throw grenades or simply punch the time traveller, and contact with other creatures is similarly detrimental. The time fighter runs left or right, jumps/kicks, ducks and uses the currently held weapon. If no weapon is held, the character punches or kicks in the direction he is facing.

The player begins with three lives, which are lost by by depletion of energy from contact with adversaries or missiles. The information panel thus details the status of the time traveller, his current score and the high score. In addition, seven weapon icons are shown, the appropriate one highlighted according to the scenario.



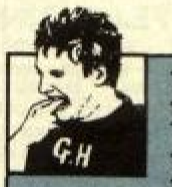
What this screenshot doesn't show you: slow movement and jerky scrolling, courtesy of CRL



The splendid sprite animation leads one to believe that there's good things to come, but unfortunately hopes are soon dashed. The objective is to guide the Time Fighter across a series of horizontally wobbling backdrops and avoid the attentions of other sprites. This amazingly simple idea is made even more unattractive by the highly unresponsive control method and the fact that the Time Fighter is often put into situations which are impossible to escape from without losing a life. After a couple of sessions, the complete lack of reward and irksome gameplay soon destroy any desire to continue playing. Add this fact to the awful backgrounds and retarded sound effects, and you end up with repulsive and tacky little program of no merit whatsoever.



CRL's capacity for producing average software never ceases to amaze me. Just when you think they've got their act together they bring out another heap of drivel – this time it's Time Fighter**. Initial hopes are heightened by the quality of the animation on the hi-res monochrome sprites. The Time Fighter of the title moves around in a fashion comparable to the agent from** Impossible Mission**, but there the similarity ends. Control of the character is awful: the lengthy delay between command and corresponding action on-screen is SO annoying! The lack of ability to avoid oncoming enemies is also very frustrating. The scrolling is jerky and the graphics, although clear, are uncluttered by interesting detail. The lack of variety does nothing to increase one's enjoyment and after only a few plays, this 'game' proves to be nothing of the sort, having no entertainment value whatsoever.**



The only positive feature about Time Fighter **is the fluid animation of the sprites, but even this is marred by sluggish movement, bland colouring and lack of detail. The sound is pathetic: no title music and puny spot effects evoke nothing but annoyance. The background graphics scroll jerkily and vary from awful and colourless to reasonable but blocky. Remove the animation and a dire, repetitive and stupidly difficult game remains. The difficulty arises from the hopeless slowness with which the time traveller responds to joystick actions, and the lack of positions available. On some levels you can duck away from weapons, but on most the clumsy response time and inability to jump high enough leads to certain death. Couple this with poor collision detection, insubstantial presentation and a couple of annoying bugs and you have a program whose completely inadequate design conspires against you. Leave it well alone.**

PRESENTATION 19%
Insufficient instructions, fiddly and slow control method and unattractive screen display.

GRAPHICS 32%
Smoothly animated sprites marred by jerky, poorly coloured and drab backdrops.

SOUND 6%
No title music and apologetic in-game effects.

HOOKABILITY 19%
The difficulty level is set too high, and the gameplay is too unrewarding to be addictive.

LASTABILITY 9%
Few landscapes to explore, and the action is hopelessly repetitive and tedious.

OVERALL 12%
An interesting idea ruined by its terrible aural and visual implementation.


KINGS OF THE GAMEPACK
More Games!
The GREATEST EVER SPORTS PACK FEATURING
· WEIGHT LIFTING ·
BASKETBALL · SOCCER · VAULT · SWIMMING
GIANT SLALOM · SPRING BOARD DIVING
PING-PONG · PISTOL SHOOTING · CYCLING
SHOOTING · ARCHERY · TRIPLE JUMP · ROWING
PENALTIES · SKI JUMP · TUG OF WAR · TENNIS
BASEBALL · BOXING · SQUASH · SNOOKER/POOL
OVER 20 EXCITING EVENTS
10 HIT GAMES
A GIANT CONTEST OF SKILL STRENGTH & STAMINA
AMSTRAD COMMODORE SPECTRUM
CASSETTE £12.95
DISK £17.95
10 HIT GAMES
GAME SET AND MATCH
OVER 20 EXCITING EVENTS
ocean
More Thrills!
Special BUMPER Pack
All these hit games in a special pack for the price of one PLUS
Yie Ar KUNG~FU FREE
SPECTRUM AMSTRAD COMMODORE
CASSETTE 9·95
DISK 17·95
MAGNIFICENT
FRANKIE
SHORT CIRCUIT
WIZBALL
SEVEN
ocean
PLUS Yie Ar KUNG~FU FREE
More Value!
5 ALL-ACTION COMPUTER HITS
FEATURING ✱ ARMY MOVES
✱ GREEN BERET ✱ THE GREAT ESCAPE
RAMBO FIRST BLOOD PART II ✱ TOP GUN
DON'T MISS!... LIVE AMMO
AMSTRAD COMMODORE SPECTRUM
9.95 CASSETTE
14.95 DISK
LIVE AMMO
ocean
TOP GUN
GREEN BERET
RAMBO
ARMY MOVES
5 ALL-ACTI
ocean
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS

THE CHERNOBYL SYNDROME

US Gold, £9.99 cass, £11.99 disk, keyboard only

Two years ago a little place 80 miles north of Kiev in Russia suddenly became big news. Through mishandling on the part of its operators, the nuclear reactor at Chernobyl had become dangerously unstable, and because the proper safety measures were not taken soon enough the problem escalated, until on April 25th the buildup of heat caused the reactor to explode, blasting a huge radioactive cloud into the Earth's atmosphere. Would you have been able to prevent the worst nuclear accident the world has ever seen? That is what this simulation endeavours to test.

Although nuclear theory is highly complicated, the production of electricity in a reactor is quite simple to understand. The core of a reactor is made up of thousands of uranium oxide rods clad in zirconium tubes. The uranium rods, when brought together, produce enormous heat and radiation, so to control these vast quantities of energy, an array of radiation-absorbing graphite rods are lowered into the core. The heat produced is absorbed by a high-pressure water cooling system which transfers the energy to boilers in another building. These hold their own water supply, which, when heated, forms steam to turn the turbines connected to the generators, which finally produce electricity. The water in the cooling and boiler systems is then pumped back to be used again and the cycle continues.

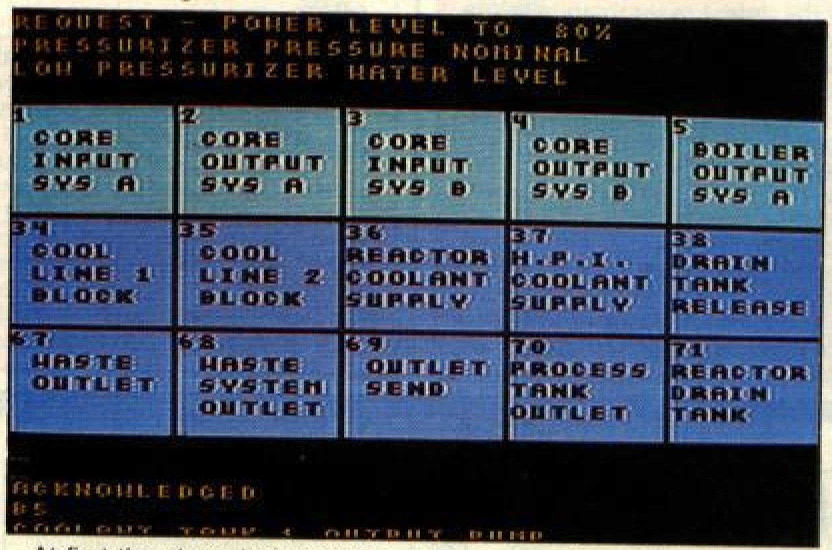


Forget the gruesome and sensationalist cover – this intriguing and mildly compelling simulation has nothing to do with explosions or death by radiation poisoning. In fact, I'd go as far to say that it's one of the least controversial games I've played in recent months. Most of the playing time is spent monitoring the core temperature, making sure that the system is running smoothly and responding to commands when necessary. It's not the most exciting game in the world, but I found the pedestrian speed and relaxing sound effects quite therapeutic, and it gives a welcome break from blasting or adventuring. The Chernobyl Syndrome **isn't an essential purchase, but is certainly an enlightening and engrossing simulation, and as such would be well suited to students who have an genuine interest in the subject.**



Ignore the melodramatic packaging: Chernobyl **is wholly unrelated to the Russian disaster. Its interest lies in the thoroughness with which the programmers have researched the issues of nuclear power: this complexity gives a strong, if simplified, feeling of control over the reactor. Primarily it's bewildering, but a great deal of satisfaction is gained once you begin to successfully maintain the plant. Graphically it's reminiscent of Open University lectures, with functional, colourful and clear diagrams, supported by evocative and superbly threatening sound effects. As a simulation it's good (though the instructions could have been clearer), as a game it's reasonable: either way, it's engrossing and unusual enough to deserve attention, despite the silly box.**

► Behind the sensationalist cover lurks an engrossing and educative game

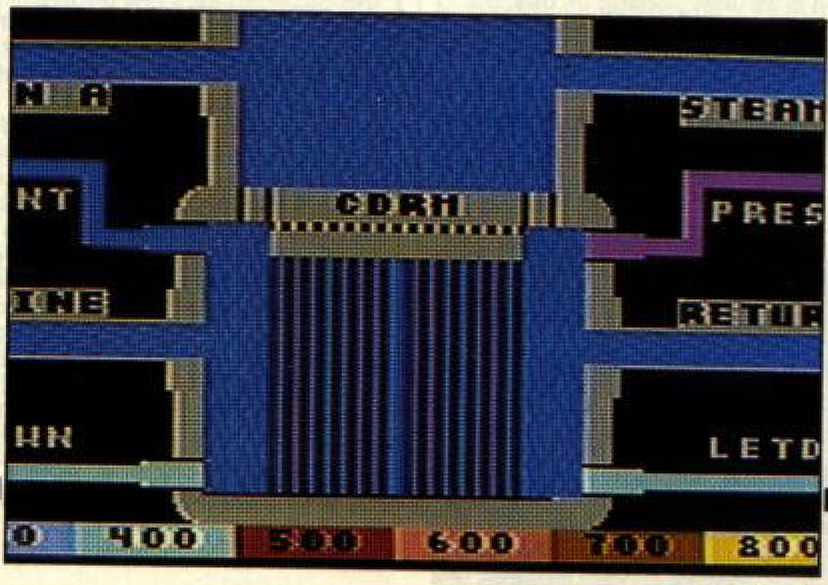


At first the player logs onto the power station monitoring computer. Through this he is informed of what is currently happening in the plant's systems, and by typing in command words, can take control the mechanics of the reactor and its associated workings.

Through the terminal, the player calls up five displays: a plan of the plant; a graph showing how much of the control rods are inside the core; a diagram of the core displaying its temperature and that of the coolant which is shown flowing through the reactor; a panel of power gauges; a panel of alarm lights; an annunciator display showing the status of valves and other indicators. Above these are messages from the computer, which runs checks on the plant systems, informing the player of the status of each and also warning of dangerous pressures or temperatures in the core which could lead to problem situations. In such cases the computer asks the operator to adjust the status of one or more systems using the command window in the lower part of the screen.

With the rods withdrawn, the reactor produces heat, and when the generators are engaged, electricity. If the simulation then decides to throw a spanner in the works and let part of the system fail, there's the possibility of a heat buildup or a radiation leak, so unless the player can quickly think of a solution to the problem, the best alternative is to initiate a SCRAM (effectively shutting down the plant) and evacuate!

► The hot heart of the reactor's core





While playing this game I wondered whether the artwork on the box was chosen by the authors, Cosmi, or US Gold. The picture of a man being blown before a nuclear explosion seems inappropriate to the point of sensationalism, because the game is a very straight-laced, inoffensive simulation with nothing much in the way of exciting action. However, because of the credible nature of the game, The Chernobyl Syndrome **proves most intriguing, even educational, to play, and would make a superb demonstration piece in a physics lab, a science museum or maybe the Sellafield information centre! The explanatory notes and the Chernobyl story which come with the package make very informative reading and complement the simulation well. Unfortunately, the same cannot be said for the 'manual', which, though extensive, is often ambiguous because of its over-keen use of jargon and a missing section on switches. As a result some commands have effects which are not documented, so I was left wondering whether the problem lay in ignorance on my part or in a bug in the program. I'd guess this would have limited appeal because it doesn't offer mutants or charred bodies, but if you're looking for a new experience in simulations, you might like to try** The Chernobyl Syndrome.

PRESENTATION 73%
A flawed manual mars, otherwise interesting background notes and a believable terminal display.

GRAPHICS 67%
Simple but effective diagrams.

SOUND 64%
Title screen dirge preceeds good control room noises.

HOOKABILITY 59%
Requires a long span of attention, but there's a strong initial interest.

LASTABILITY 46%
Not much in the way of exciting action, and interest wanes when nothing new happens.

OVERALL 68%
An interesting and edifying simulation which unfortunately won't appeal to too many gamers.

TEST

GUNSMOKE

GO!, £9.99, £ 14.99, joystick only

The sheriff needs to bring lead-flavoured justice to some no-good bad hats who are terrorising the good citizens under his jurisdiction.

The player guides this law man through five different vertically scrolling areas with his shootin' irons ready for the ornery cowpokes who stand on roofs and stalk down the screen, guns a-blazing.

To complete each level, the sheriff reaches its far end where there waits a real *mean* outlaw, a wanted poster of whom is shown before play begins. From the town, play proceeds to the railroad station, then to a canyon full of redskins. The next level places the sheriff on a wooden raft in the midst of hazardous rapids, which eventually lead to a meadow where the leader of the gang awaits – a youthful, boomerang-throwing varmint. These adversaries require repeated shooting before a diminishing bar representing their energy reaches zero and they die.

Points are scored by drillin' the bad guys, with a reward for the man who plugs the head honchos.



► Poor graphics, sound and playability make this latest GO! product one to avoid . . .



Here's a conversion of the lowest of low quality. The programmers have shown virtually no technical merit in converting this Commando **follow-up, and the end result is a bastardised and unplayable disaster that bears only the tiniest resemblance to the arcade original. The graphic artists have shown a monstrous lack of talent – blocky sprites hobble around a series frighteningly mindless backdrops. The musician responsible for the vile, vile soundtrack should to get his ears syringed – it's reminiscent of a mindless, tone deaf child banging a broken accordion. Finally there's a cretinous multiload system which destroys the last vestiges of any credibility. It's a shame that GO! didn't give the American programmers a copy of the** Shoot 'em Up Construction Kit **– at least they wouldn't have produced anything as dire as this. The good news is that the next GO! conversion,** Bionic Commandos, **is being written in England by Software Creations (the programmers behind** Bubble Bobble**), so the next Capcom conversion won't be a mammoth bummer like this!**



Since it crept into the office, Gunsmoke **has been the object of much fully-deserved derision. Its hopelessly unmusical soundtrack is discordantly echoed by atonal sound effects, incorporating a silly, flatulent weapon collect and apologetic bullet spurts. The gameplay is chronically facile and tedious, its only relief being the awkward and intrusive multiload; indeed, the presentation as a whole severely lacks polish. The castrated end-of-level sequence is matched by the infirm in-game episodes, both combining to create an effect as unaddictive as it is unattractive. This is a mutilated conversion of the original coin-op, and you'd do best to avoid it.**

CHAMPIONSHIP SPRINT

Electric Dreams, £9.99 cass, £14.99 disk, joystick or keys

The successor to Electric Dreams' conversion of *Super Sprint* offers a new set of tracks and a construction set.

Up to three players take part in a race over eight redefinable tracks. At least one human participant must finish first ahead of the computer-operated drone, otherwise the game ends. Collecting golden spanners allows one of a quartet of customisations to be made, including higher top speed, turbo acceleration, better traction or a quicker helicopter (for faster repairs).

The tracks are altered by accessing the pull-down menus at the top of the screen. The Page icon reveals the track sections available, but the major design functions are detailed under the headings of Extras, Ability and Options.

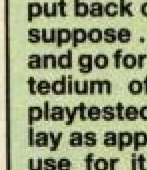
The Extras section allows the game's decorative elements to be changed. A whirlwind can be added and between one and four spanners, oil slicks, water and gravel traps are placed randomly when selected. The Options page allows the number of human participants to be entered and the game to be played. Before playing, a starting grid is placed and the course direction set. The Ability



The unattractively slow gameplay of Championship Sprint **impairs a well presented concept. The program is far slower than its predecessor: watching your car creep around stimulates adrenalin because of anger rather than competitive edge. These aren't the only faults: the slowness with which the car turns after crashing, the awards screen mixing up the winning colours, the infallible drone . . . The game is totally without atmosphere, a situation only aggravated by the feeble graphics and sound – the only aspect which keeps it alive is the three player mode – and when the action is as unappealing as this, the initial lure soon wears off.**

► Electric Dreams' *Super Sprint* construction kit: as simple as it looks





I find it surprising when a sequel turns out to be much worse than its predecessor: I thought the whole idea of producing a follow-up was to improve on the original's bad points. Well, Electric Dreams have done completely the opposite, and have taken out Super Sprint**'s few good points to produce a pathetically slow and frustrating race game which fails to spark any sort of interest or enthusiasm. The action is played at a plodding rate, with the four Robin Reliants carefully observing a strict speed limit – at least** Super Sprint **was played at a fair lick. The graphics are rubbish, with poorly defined cars and bland backdrops, and the soundtrack is utterly inappropriate. The most inexcusable thing is the appearance of bugs. Like its predecessor,** Championship Sprint **has some corkers – watch it when you're going under bridges, as sometimes (due to some temporal warp) the car is put back on top of it again – to give the Reliant drone a chance I suppose . . . Also, you can sometimes drive your car off the track and go for a spin through the surrounding forest, just to break the tedium of racing. Why on Earth wasn't the game properly playtested? The screen designer is brilliant, but with the gameplay as appalling as this, only a masochist could possibly find any use for it.** Championship Sprint **is a miserable excuse for a conversion, and should be avoided.**

To help the sheriff out, there are extra weapons and equipment to collect on shooting water barrels. These cowboy accoutrements include a pair of boots to allow him to run faster, a set of bullets to increase his rate of fire, a POW symbol to clear the screen of villains, the essential horse, and stars for extra lives.



Capcom dropped hints of their apparent low regard for the home computer market when they brought Side Arms **to these shores. Now** Gunsmoke **leaves me in no doubt that GO! need to revise their licensing contract with Capcom if they continue to abuse gamers with their poor conversions. Chunky, quaking sprites slide about unrealistic backdrops taking pot-shots at each other and expiring when the mood takes them. The music is the ultimate in grinding cacophonies, bringing new meaning to the word 'tuneless'; fortunately there's an option to switch the music off. Just so you don't miss out on the end of level breather, though, the computer plays the victory tune but with the SID's volume register set at zero so as not to wake you up. It's almost worth buying just for the initial laugh and the integral game of 'Spot the Bug'. Oh, sorry – no it isn't.**

PRESENTATION 32%
Slow and unintelligent multiload routine. Almost competent options.

GRAPHICS 18%
Dog food sprites and backdrops – wobbly and chunky.

SOUND 9%
Option of unsyncopated non-melody with flatulent and unrealistic effects, or blissful silence.

HOOKABILITY 12%
Graphically uninviting and the gameplay is bland from the outset.

LASTABILITY 9%
Even easier than a greenhorn gamer would like it; a couple of sessions is enough.

OVERALL 15%
Any decent cowboy would have this lame horse shot and sent to the great software shelf in the sky.

menu contains the definable drone speed, number of laps and skid factor. Additionally, the eight tracks are individually selectable for play or redefinition.

Tracks are designed by positioning the cursor over one of the screen's 20 definable blocks. 30 individual track sections (including straights, bends, chicanes, bridges, jumps and crossroads) are cycled through using the joystick, and selected by pressing fire.



Correct me if I'm wrong, but isn't speed an essential feature in a racing game? You know, to make you feel like you're really there or something . . . Engine noises as well . . . Yes they have those at race tracks don't they? Well, Electric Dreams have obviously decided to break the mould and produce an alternative race game: one with uncontrollable, blocky little cars which have milk-float engines, and which crawl around tracks with rubber walls and secret doors in the tarmac to let you drive round your favourite bits twice in one lap. Obviously the programmers weren't satisfied with Championship Sprint **and so put in a feature which lets the player practically re-write the game. Unfortunately, it doesn't help matters much because the only things it doesn't let you change are all the annoying features I've listed above. If you see** Championship Sprint **on a retailer's shelf, just race past.**

PRESENTATION 76%
Helpful instructions, easy-to-use and exhaustive construction set, but clumsy control method.

GRAPHICS 35%
Compact sprites but very little variety or colour in the backdrops or intermediary screens.

SOUND 23%
No engine noise, appealing but short-lived jingles, and very few, unimpressive spot effects.

HOOKABILITY 40%
The ability to design your own tracks and the multiple player option are attractions marred by the slow and dull action.

LASTABILITY 18%
The exhaustive construction set is rendered redundant by the unlikeable gameplay.

OVERALL 24%
A sluggish and exasperating sequel to *Super Sprint*.

PROFESSIONAL BMX SIMULATOR

Code Masters, £4.99 cass, £4.99 disk, joystick with keys

Following on from the acclaimed *BMX Simulator* is the first of the Code Masters' Plus range. It offers the player the choice of two skill levels – Normal and Expert – set over three different styles of course: Dirtbiking, Quarry Racing and Desert Riding.

From the title screen, the player has the option to start the present courses or load new ones from a separate cassette. Pressing the space bar cycles through any combination of human/computer opponents, allowing up to four participants (two joystick, two keyboard).

The action is displayed from overhead, an information panel below showing the riders' names, times and laps completed. Races take the form of increasingly hazardous combinations of bumps, burms and ramps set against a decreasing time limit.

The Expert version accommodates definable tyre and chainwheel sizes, a tougher time limit and rider collision detection. At the end of any race an action replay can be accessed, with a slow motion option.



The presentation of this mid-price game is excellent: a wide array of options, definable controls, a neat winning sequence, replay and slow motion features. It's compelling to play, particularly with more than one human opponent, because of the well graded difficulty levels and competitive element. The graphics are sharply detailed with varied backdrops supporting neat 3D, and the music is appropriately sharp and bouncy. Its faults are those shared with its predecessor: an awkward control method, becoming 'stuck' in the landscape, and one mistake costing you the race. If you've got the original, you may find the differences too small for the asking price; if not, then it's well worth a look.



Pro BMX Sim **can claim to have the same high quality backdrops as its predecessor, and a similar level of playability. Unfortunately, it has also kept some of the more irritating traits of the earlier game; the one that stands out particularly is that cyclists are always so mixed up after a crash that they turn their bikes in the wrong direction and frequently steer themselves straight back into an obstacle. At least you can get away with driving through your opponents this time. In spite of these frustrations, the package of advanced game and extra tracks represents good value for money – especially to any sets of Commodore-owning quadruplets.**

PRESENTATION 94%
Good instructions and hints, clear display, simultaneous four-player option, speedy multiload and free poster.

GRAPHICS 76%
Occasionally weak sprites set against neat and colourful backdrops.

SOUND 60%
Appealing title tune, but purely functional in-game effects.

HOOKABILITY 81%
The competitive element and variety of courses prove challenging.

LASTABILITY 72%
The four-player option rescues the often frustrating gameplay.

OVERALL 76%
A beautifully presented and highly enjoyable racing simulation marred by slightly awkward controls.

► **Professional BMX bunny-hopping . . .**



ZZAP! TEST

ROLLING THUNDER

US Gold, £9.99 cass, £11.99 disk, joystick with keys

The year is 1960 and from his hiding place in New York, the elusive Maboo plots to conquer the world. Leila is a female member of Rolling Thunder – the secret arm of the World Crime Police Organisation – who is sent in to expose this treacherous conspiracy. On her capture, however, the success of the mission falls to the player – codenamed Albatross – who must now overthrow Maboo's organisation, Geldra, and also rescue his comrade.

The mission is accomplished by successfully negotiating ten levels of Maboo's lair, which scroll past horizontally and occasionally vertically, allowing access to higher sections. Progress is made by jumping onto balconies, boxes or platforms and over obstacles such as oil canisters and killing all the guards who lie in wait. Later stages are made more hazardous by the inclusion of acid pools, which prove fatal on contact.

Each level has a specific time limit, and failure to finish before this deadline results in the loss of one of five lives. At the end of the last section Maboo is confronted in the final showdown.

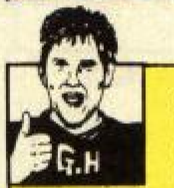
Purple, yellow and white guards are encountered along the route; killing them requires one, two and three bullets respectively. They shoot, punch and drop bombs, which reduce Albatross's energy bar or kill him outright. Deadly automatic lasers and storming fire-men are confronted from the fourth level onwards, and are dodged or destroyed.

Doors are useful for avoiding enemy bullets or collecting extra firepower for two kinds of gun. By entering doorways marked with a bullet, an extra 50 shots are added to the initial 50; doors marked with a machine gun provide more powerful ammunition, but only 25 rounds at a time.



It's a pity that blocky sprites, awful tunes and the odd bug take the polish off this otherwise reasonable conversion. Although the action doesn't vary much, it's easy to get into and the forces of Geldra put up a good fight on the later levels. However, it's cursed with that most horrific of afflictions – sending the player back to the start of the level when he loses a life. For some reason this isn't quite as frustrating as in other games, and the game's mildly addictive qualities manage to weather play in spite of it. It's a shame the programmers couldn't have expended as much effort on the ugly sprites as they did on the backdrops, most of which create a good 'Baddies Base' atmosphere (I know what their supposed to look like – I've watched the Bond movies). Rolling Thunder **is one of those games which has playability in spite of itself. Not brilliant by any standards, but the frustration element holds your interest for a while.**





Although it isn't the best shoot 'em up around, Rolling Thunder **provides a good deal of blasting action. Although bearing feeble animation, the total visual effect is attractively colourful and bright. There's always enough variety in the backdrops to make progressing to the next level interesting rather than a chore. The gameplay is well above average: it's not too frustrating to prevent progress, and not too easy to prove tedious. There's some precise timing required, but the action isn't dependent on it, so the gameplay isn't a matter of performing the same boring moves over and over again. As a result, being sent back to the beginning of a level doesn't impinge on the enjoyment. It's not perfect by any means, since the guards can only punch one way, and they only ever fall backwards: so, if shot in the back, they leap towards you – sometimes with unfortunate results. The playing area isn't huge and there are only ten levels; nonetheless, while it lasts,** Rolling Thunder **is entertaining enough to be a worthy purchase.**



I've always thought that Rolling Thunder **would make a brilliant 64 game – the graphics aren't overly sophisticated, the tune is ideal for the SID chip to copy, and the gameplay lends itself very nicely to the Commodore. US Gold's conversion certainly captures the spirit of the original arcade machine, but unfortunately the program is flawed and has some very shoddy and unprofessional aspects. It's almost as if it was rushed towards the end of its schedule and the programmers weren't given time to fine tune the game and add a little gloss and polish. For a start the graphics are very poor: the sprites are horribly blocky, the animation isn't like the arcade original and the backdrops lack crispness. The sound is worse – the dire soundtrack had me reaching for the volume control within a few bars. Why not get a musician to copy the arcade soundtrack? The game plays quite well, and I did enjoy the action on offer – I'm a great fan of the arcade version – but I always had a niggling feeling that it could have been so much better. If just a little more time had been spent tidying up, and more care and attention paid to the graphics and sound (after all, it is an arcade conversion),** Rolling Thunder **could have been really special. As it stands it's merely a competent arcade conversion that provides sufficient entertainment for its price tag.**



PRESENTATION 68%
Music/sound effects toggle, pause feature and an appropriate screen display.

GRAPHICS 71%
Reasonably animated but blocky sprites set against colourful and varied backdrops.

SOUND 36%
Whining music accompanied by merely functional in-game effects.

HOOKABILITY 80%
Once the slightly clumsy controls have been mastered, action is plentiful.

LASTABILITY 77%
Ten increasingly tough levels and enough varied elements to prove addictive.

OVERALL 76%
Only a mediocre conversion, but a playable game nonetheless.

BEDLAM

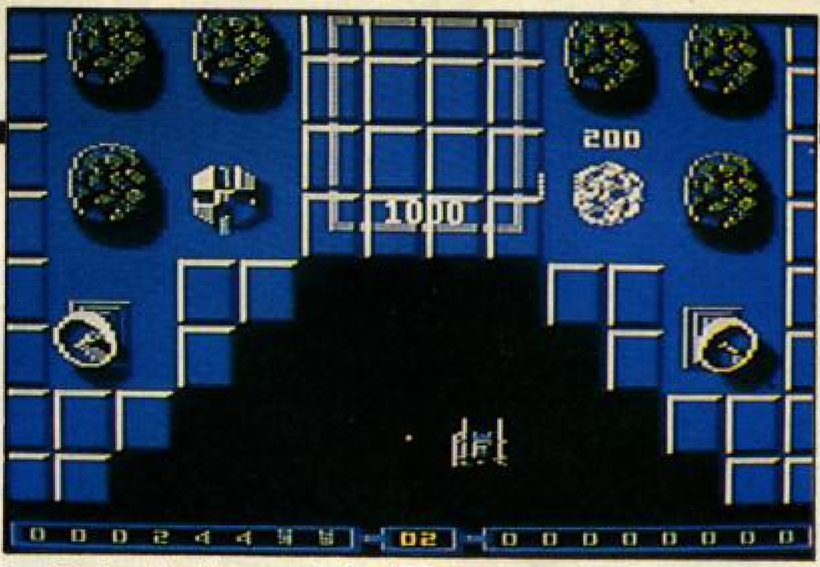
GO!, £9.99 cass, £11.99 disk, joystick only

Before graduating as fully-fledged starfighters, cadets in the Stellar Imperium's pilot academy undergo one final test: the X12 fighter simulator, better known as 'Bedlam'.

The combat arena vertically scrolls over 16 space stations and two players can participate sequentially or simultaneously, in which case they can bounce each other around the playing area.

Attacking vessels prove deadly, but destroying whole formations is rewarded with a points bonus and a limited span of invincibility. After every fourth section a mothership appears, occasionally accompanied by alien formations or homing missiles. Their destruction rewards the player with a points bonus and short-term invulnerability.

Space station surfaces comprise both lethal and harmless ground installations. Death results from contact with force fields, radars and guns; collision with pyramids is not fatal but bounces the ship perilously around the screen. Letters are found beneath pyramids and are collected to activate bonus features: limited invincibility, a smart bomb, an extra life



► **Maniacal blasting over standard bas-relief backdrops: another average game from GO!**



Nowadays, a game like this selling for a tenner has to be pretty exceptional if it's going to impress prospective purchasers. Bedlam**'s misplaced 'Pinball' game tries to make a standard – very standard – blast-and-pick-up game into something new, but it can't save it from the annals of averagedom. The shooting action has little in the way of innovation or variety, and the pickups' aren't at all conducive to creating** Bedlam**, feeling more like a token effort at the ubiquitous progressive weaponry technique.** Bedlam **exhibits nice graphics in the game and on the title screen, and sound is competently used, but it didn't arouse my passion for blasting.**



Let's face it, these days a vertically scrolling shoot 'em up has to be really special to make any impact on the market. Bedlam **tries a new slant with the addition of the pinball section, but really hasn't enough sparkle or flair to make it stand out from any of the others in the genre. The gameplay is very straightforward, and there are a couple of annoying quirks, like the lack of progressive weaponry and the fact that you're often sent all the way back to the beginning of a level. The backdrops are bland to say the least, and are only partially redeemed by some of the smart enemy sprites and motherships. Take out the useless pinball section, and you're left with something you could knock up on the** Shoot 'em Up Construction Kit**.**



My first reaction to this game was one of utter indifference: its one redeeming feature is the novelty pinball section, but even this is too limited to make it worthwhile. There are several nagging faults: the collision detection is occasionally tight, the firepower is annoyingly limited and can't be increased, and there is very little inter-level variety. The backdrops are reminiscent of the kind of bland bas-relief characterised by poor budget games, but some of the sprites (particularly the motherships) are very pretty and decently animated. The title tune is reasonable but the in-game effects are so standard it becomes annoying to listen to them. Bedlam **lacks sparkle in all departments: it isn't abysmal, but it's far from the standard required of the asking price.**

RIMRUNNER

Palace, £8.99 cass, £12.99 disk, joystick with keys

At the boundaries of the known universe, legions of Insectoids engage in interplanetary travel to colonise long dead planets. Constantly assailed by their enemies, the Arachnoids, they've devised a repellent force shield. However, this requires constant recharging, so a race of elite Insectoids has been created to maintain the force shield generators.

Taking the role of such an Insectoid, it's the player's task to maintain the force shield on each of three individual planets under the pressure of a countdown timer. Astride a reptilian mount, known as a Runner, the warrior patrols the colony perimeter, destroying hostile lifeforms that have penetrated the barrier.

Each perimeter is represented as a horizontally scrolling landscape within which the Insectoid moves at will. A radar panel at the top of the screen displays the whole planet, its generators and the player's position. Green generators are stable, flashing ones are unstable and red ones are grounded and in need of recharging. When a grounded generator is reached, the player dismounts and reactivates it.

The Insectoid's energy is depleted on contact with Arachnid intruders and the loss of all energy signals the end of the game. Most enemies drift towards the player, but some track him and drop missiles. Fortunately, the warrior is armed with a powerful machine gun which destroys all alien types.



The combination of aural and visual effects in Rimrunner **can barely be faulted, attaining the customary high Palace standard. The use of colour is only surpassed by the detail: the animation of both the Insectoid and his mount is superb, and full of cute touches. The sound is equally impressive, ranging from a powerfully energetic soundtrack to appealing and appropriate effects. The big let-down comes in the easy gameplay: the action simply involves blasting everything in sight: your finger is constantly on the fire button. The occasional stop to dismount and recharge a field generator doesn't provide sufficient variety to prove rewarding.**



There's no doubting the graphical excellence of Palace's latest game: the animation, parallax scrolling and general colouration and design are more or less faultless. Unfortunately, it's more of a rolling demo than a playable game; after only a short while I found myself becoming increasingly frustrated at the lack of variety and the simplistic gameplay. My first game went on for ages, and I went through all three landscapes before being put back on the first on a 'higher' level – I couldn't tell the difference. The repetitive nature of the game proves a swift interest-killer, and nine quid is a lot for only a couple of hours' play.



and a teleport.

Flying over the teleport launches the player into one of the bonus pinball games. If a pinball is released, the triggers fall under the player's control, the task being to keep the pinball on the screen whilst avoiding contact with it. Features such as holes and grabbers activate the scoring amplification circuit, multiplying all scores for the current pinball machine and the next space station. Losing a life on this section results in the player being sent back to the start of the previous level.

PRESENTATION 64%
Helpful instructions and decent two-player option; otherwise consistently average.

GRAPHICS 51%
Backdrops vary from bland to reasonable, with sprites to match.

SOUND 52%
Appreciable title tune but very ordinary blasting effects.

HOOKABILITY 55%
The game's novelty element saves it from immediate tedium.

LASTABILITY 30%
17 levels of increasingly difficult but ultimately repetitive action.

OVERALL 40%
An overpriced and very undistinguished shoot 'em up, destined for obscurity.

Four Runners are available on each world; their energy, shown as a bar on the information panel, is similarly depleted.

PRESENTATION 79%
Imaginative high score table and polished screen display tainted by insufficient instructions.

GRAPHICS 89%
Gorgeous use of colour and beautifully animated sprites marred only by the lack of overall variety.

SOUND 90%
Both the dynamic title track and appealing spot effects are varied and very impressive.

HOOKABILITY 72%
The aural and visual effects render the gameplay initially attractive, if slightly easy.

LASTABILITY 32%
Monotonous action and limited number of levels quickly conspire against any compulsion to progress.

OVERALL 56%
A polished, original and beautifully presented program ruined by little diversity.

IMPACT

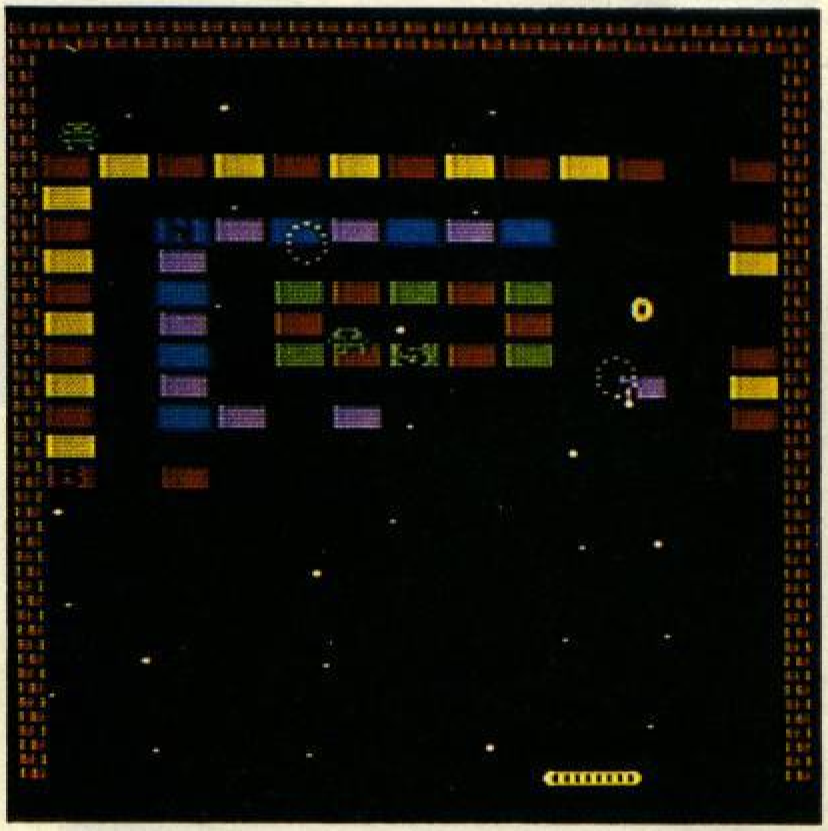
Audiogenic, £9.95 cass, £12.95 disk, joystick or keys

Audiogenic's *Breakout* variant features 80 levels of colourful destruction. The objective is simple: destroy all the bricks on-screen with a ball, deflected from a moveable bat at the foot of the playing area. Success is rewarded by entry to the next, more difficult, screen.

Some bricks release tokens which are collected to buy one of nine helpful items, including missiles, large bat and an unstoppable force-shielded ball. As equipment becomes available, the appropriate icon is lit and selected by pulling back on the joystick. Invisible bricks are also present, which are revealed by activating the 'torch' icon.

For every ten screens cleared an entry code is given which allows access to later levels in future games. Alternatively, the program incorporates a screen designer allowing the player's own predesigned screens to be loaded, up to a maximum of 48.

► Bearing the brunt of *Impact*





The authors of Impact haven't burdened it with a pretentious scenario, but the game unfortunately reflects this plainness. It's reasonably presented, although it would have benefited from a two-player option, more polish and an easier-to-handle screen designer. The jolly colours are offset by cheap-looking and simplistic high resolution graphics and somewhat basic screen layouts; the sprites are very ordinary, and lack colour and imagination. The sound effects are alright – bouncy and quite tuneful – but there just isn't enough of them. The gameplay similarly disappoints: without any significant gloss on the action, it's revealed as just a simple and very limited clone. The weaponry on offer is a major gripe: it can take ages to collect enough tokens for a missile launcher, only to discover you're given three unspectacular and slow-moving blobs. If you're looking for the definitive Breakout game, choose Revenge of Doh; if you want a construction set as well, look no further than . . . Traz.



In the face of some stiff opposition comes Impact, a promising-sounding, but sadly flawed Breakout game. One of its main faults is the bat speed – it just doesn't go fast enough, which makes the gameplay infuriating. The graphics lack class, with some very flat-looking, gaudily-coloured sprites and bricks, and the sound effects are quite limited. Having said that, Impact boasts some devious screens and novel extra weapons, and it does have a screen designer. However, when all's said and done, it just doesn't reach the high standards set by Revenge of Doh and . . . Traz, and is consequently overpriced at £10.



I'm afraid that after playing Revenge of Doh this month, my opinion of other more-straightforward Breakout variants is somewhat jaundiced. Impact falls into this category, since with the exception of some fairly standard additional equipment, it's very much lacking in innovation. As Breakout games go, it's a very polished, colourful and aurally pleasing one. However, it does suffer in the playability stakes due to the major fault of the bat speed: it's far too slow for the speed of the ball and the amount of baseline to be covered; the ability to react in time isn't enough to guarantee success. This innocuous-sounding gripe is, unfortunately, such a detriment to the gameplay that it ruins what would otherwise be a pretty good game. If you're a Breakout fanatic, then Impact might make for an occasionally enjoyable game, but it's up against some stiff competition.

PRESENTATION 67%
Inclusion of the construction set is the only compensation for average instructions and no two-player option.

GRAPHICS 59%
Colourful but unimaginative screen layouts set against pretty parallax starfield.

SOUND 39%
Jolly musical brick-destruction noises, but weak spot effects.

HOOKABILITY 57%
Initial impressions are favourable because of the screens' relative simplicity.

LASTABILITY 36%
Lack of variety and interesting features repel compulsion to play further.

OVERALL 40%
A below average *Breakout* variant only noteworthy for its construction set.

ZZAP! TEST — SIZZLER

PAC-LAND

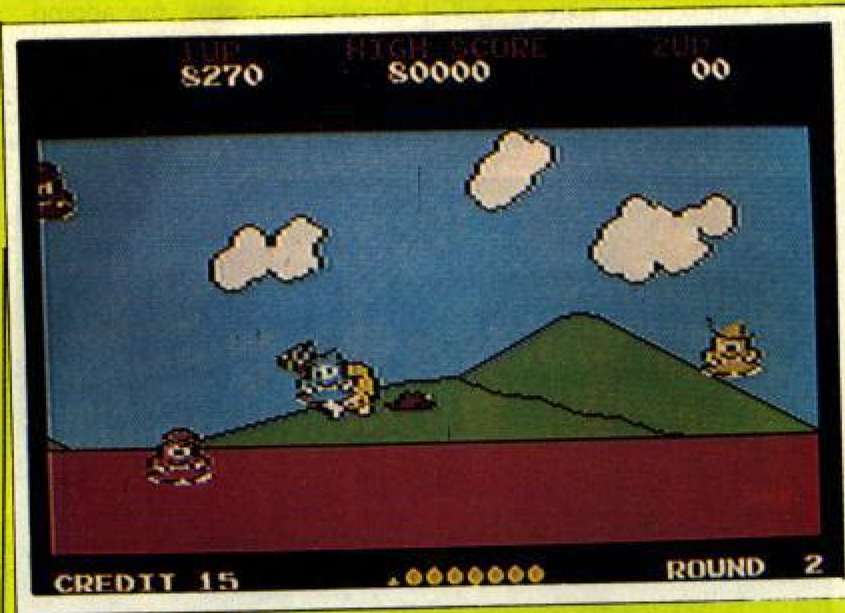
Quicksilva, £9.95 cass, £14.95 disk, joystick or keys

●The little yellow pill-popper takes on his old adversaries in a mercy dash to Fairyland

Do you believe in fairies? PacMan certainly does! One of them has got lost in Pac-Land, and being yellow in all except spirit, PacMan has decided to hide her under his hat and take her back to the far side of the island where the magic door to Fairyland awaits. The rough journey through towns, over mountains and across deserts is made even more dangerous by constant bedevilment from Pac's perennial foes, the ghosts, Blinky, Pinky, Inky and Clyde.

Pac-Land is played as a horizontally scrolling platform game, with Pac able to walk, run and jump across the landscapes which traverse the screen from right to left. Scrolling towards Pac are hydrants, cacti and tree stumps, all of which are leapt over. Further on are more hazardous obstacles, such as moving platforms built from rolling logs, and long stretches of water which are jumped over using a joystick-waggling technique.

However, the real villains of the piece are the ghosts, who, though previously content just to stroll through mazes, now don't think twice about taking to swifter modes of transport to pursue their yellow quarry. A beeping noise warns of the imminent arrival of a spook behind the wheel of a large automobile, while a buzz from the skies heralds an incoming phantom plane, or at least, a phantom *in* a plane, who has no qualms about dropping bombs. These cause havoc with Pac's five lives, should they land on his trilby.



► One of the many cute and colourful backdrops

To help him through such heinous hazards, the rotund hero takes advantage of that panacea of past adventures, the power pill. These are scattered around Pac-Land just waiting to be picked up, whereupon any ghosts on the screen turn to a quivering blue mass, ready to be biffed for bonus points. Other edible goodies are fruits which appear when parts of the landscape are touched, also yielding bonus points.

As PacMan runs through each level, his energy, represented by a bar of withering PacMen, gradually diminishes in size. When it runs out he is beset relentlessly by the ghosts and a life is swiftly lost. If he reaches the end of the level before this happens, the fairy comes out from under Pac's hat for some fresh air, and to award bonus points based on the amount of energy he has left.

Once Pac reaches Fairyland, he releases his fairy friend and the Fairy Queen appears to reward his efforts with a pair of flying shoes. Thus equipped, Pac begins his journey home where his wife and baby await to salute his brave deed. Unfortunately, another fairy



► Pac's back to a pat on the back

I'm ashamed to admit that I missed Pac-Land in the arcades, and judging by this conversion I missed out on something special! Uncluttered gameplay allows you to get straight into the action, and this simplicity doesn't detract from long term addiction at all. The cartoon-style graphics (which even have Pac's expression change as he is forced to put on a burst of speed), jolly tunes, hidden bonuses and even a credits system, give the game that essential arcade feel. The level of difficulty is well graded, and Pac-Land affords an enormous challenge on the later trips which have, amongst other hazards, enormous lakes which have your joystick-wiggling hand feeling like it's on someone else's wrist. There's little else I can say, except that Pac-Land is the best arcade conversion I've seen since Buggy Boy. The only thing missing is the coin slot!





The appeal of Pac-Land lies entirely with its cute characters and colourful backdrops. The gameplay has a child-like simplicity which is immediately appealing rather than tedious; this uncomplicated action is echoed by the basic, appropriately jovial soundtrack jollying along in the background (which could ultimately prove annoying to some, however). The presentation is very good, with an (albeit totally redundant) credits system, inter-stage sequences and end-of-level pieces which are typical of the game's neat additional touches. Visually it's as good as it should be, considering the simplicity of the graphics; even so, they attain a high cartoon quality standard throughout. Although the scenario appears to be twee, the game demands the usual arcade skills: it's easy enough at first, with little action apart from bouncing and avoiding your opponents on the ground and in the air, but the further you progress the more your dexterity is tested, ending in fierce waggling sessions and the need for precise timing. This may be getting on a bit, but it's been translated well enough to be deserving of any Commodore owner's attention.



This is one of those games that's childishly simple, but fiendishly addictive. From the outset, Pac-Land's straightforward scrolling platform-style action proves very compelling, and I for one found it very difficult to tear myself away from the computer once I'd started to play. The amazing attention to detail paid to this conversion shouldn't go unsung, from the indistinguishable character set, through the incredibly faithful soundtrack and jingles to the identical gameplay – the programmers have miraculously crammed an entire Pac-Land machine into the 64. Pac-Land is a fabulous game, and is a by far the best arcade conversion to appear this year – don't miss it.



has fallen through the magic door and, well, how can you refuse to help a fairy?

► **Moving platforms with rolling logs are easy as pie for brave and hardy PacMen**



PRESENTATION 81%
Arcade-like, insofar as there is a credits system, no restart key and a two-player mode.

GRAPHICS 89%
Cute sprites recreate the spirit of the arcade original perfectly.

SOUND 92%
Merry tunes suit the game brilliantly.

HOOKABILITY 91%
Challenging and addictive action proves instantly appealing.

LASTABILITY 90%
Hours of platform entertainment.

OVERALL 92%
All the best features of the arcade game make this a superb conversion.

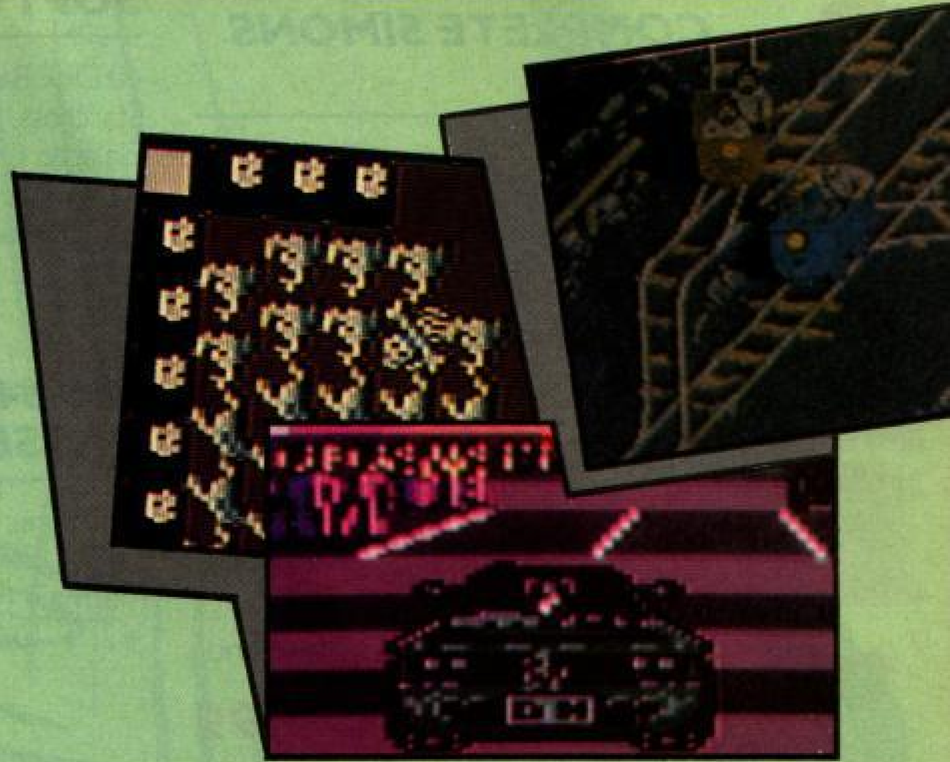
The National Computer Games Championships are organised by NEWSFIELD PUBLICATIONS in association with THE NATIONAL ASSOCIATION OF BOYS CLUBS and sponsored by US GOLD on behalf of the PERSONAL COMPUTER SHOW

THE ZZAP! LADS SAY 'GET A MOVE ON!' *THE NATIONAL COMPUTER GAMES CHAMPIONSHIPS* ARE ALMOST UPON US!



U.S. GOLD BOYS' CLUBS

Arranged by the publishers of ZZAP! 64, the National Computer Games Championships are the first of their kind to be held in Britain. Compete in the area of your choice for the first round – and if you make it through the semi-finals you can fight it out, expenses paid, at the exciting finals at this year's Earls Court Personal Computer Show! Fame before the whole world and big prizes for the champion! Fill in the coupon now – loads of CRASH readers are doing the same! Closing date for entries is May 23.



VENUES

For all the fine print detailing entry rules and controlling regulations of this exciting championship, see last month's ZZAP! We now have details of the six first-round venues:

May (Midlands) — **BIRMINGHAM SPORTS CENTRE**
201 Balsall Heath Road
Highgate
Birmingham B29 9DL

May (SW/Wales) — **NAILSWORTH BOYS CLUB**
Bath Road
Nailsworth, Nr Stroud
Gloucestershire

May (N. Ireland) — **SEALINK FERRY 'ST DAVID'**
LARNE - STRANRAER
(full details will be supplied to selected contestants)

June (Scotland) — **FETTE-LORRE BOYS CLUB**
Orchard Brae
Edinburgh

June (North) — **HUNSLET BOYS CLUB**
Hillidge Road
Leeds LS10 1BP

June (London/SE) — **ST ANDREWS BOYS CLUB**
12 Old Pye Street
Westminster
London SW1

All days are Saturdays – start times are 10.00am except the Sealink Ferry 'St David'. Selected competitors will be notified in plenty of time.

NATIONAL COMPUTER GAMES CHAMPIONSHIP ENTRY FORM

Please write clearly, using block capitals.

I wish to put my name forward to qualify as a competitor. If selected to compete, I agree to abide by the championship regulations.

Name ....
Address ....
....
.... Postcode ....
Telephone ....

Please tick the appropriate box:
I wish to compete on the Spectrum: ☐
I wish to compete on the Commodore: ☐
I am aged 18 or over: ☐
I am aged under 18: ☐ If you are under 18, your parent or legal guardian must sign here and print their name below:
Parent's Signature ....
Parent's Name ....

Please tick the regional heat venue you would like to attend
☐ Birmingham
☐ Gloucester
☐ Belfast (Larne-Stranraer Ferry)
☐ Edinburgh
☐ Leeds
☐ London

In case for any reason you are asked to attend a venue other than the one you have already selected, please tick the next best alternative for you:
☐ Birmingham
☐ Gloucester
☐ Belfast
☐ Edinburgh
☐ Leeds
☐ London

In order to help us determine whether you should qualify to enter, please give **EITHER** your high score on **two** of the following five US Gold games:

OUT RUN high score is: ....
INDIANA JONES high score is: ....
720° high score is: ....
GAUNTLET II high score is: ....
RYGAR high score is: ....

OR your best score on two of your favourite arcade coin-op machines:

1 Coin-op name is: .... high score is: ....
2 Coin-op name is: .... high score is: ....

Complete the form and send it to **THE ORGANISER, NATIONAL COMPUTER GAMES CHAMPIONSHIP, NEWSFIELD LIMITED, PO BOX 20, LUDLOW, SHROPSHIRE SY8 1DB.** Successful applicants will be contacted in plenty of time. Please do not ring or write to ask, it only blocks up the phone lines! And good luck!

SALE•SALE•SALE•SA

SOFTWARE SAVERS!

COMPLETE SIMONS BASIC

Simons Basic, Cartridge + Simons Basic Extension.
Cass. or Disk. *only* **£14.99**

COMAL

Comal Cartridge is close to being an ideal programming language for Microcomputers, incorporating as it does the best features of Basic, Logo and Pascal. Giving users full access to the many special facilities of the C64. High Res. Colour Graphics, Sprites, Music, Joystick, Paddles, Lightpen and Much More.
only **£24.99**

BIG 64 DISK SOFTWARE PACKS

10 Disk Based Products — Deadline, Starcross, Suspended, High Flyer, Galactic Controller, Patrick Moore's Astronomy, Tony Hart's Art Master, Spirit of the Stones, Railboss, Menu Planner.
only **£12.99** PER PACK

BIG 64 CASSETTE PACK

Ball Blazer, Devs Ex Machina, Hide and Seek, Little Computer People, Mermaid Madness, Intro to Basic 1 +2, + 10 Blank Cassettes.
only **£9.99**

128 SOFTWARE PACK

Script 128, Micro Clerk, Pazazz, Personal Money Management, Disk only 128 Native Code.
only **£39.9**

ACCESSORIES

JOYSTICKS

QUICKSHOT II PLUS with Microswitches *only* **£6.9**

FANTASTICK III *only* **£5.5**

MOONRAKER *only* **£4.9**

The great spring c sale from Post

HARDWARE

ATTENTION 128 OWNERS! COMMODORE 1571

Double sided, double density disk drive.
PLUS FREE SOFTWARE: Script 128 Professional Wordprocessor, Micro Clerk - complete cash accounts system. Pazazz and Personal Money Management. All in Native 128 code.
only **£199.99**

COMMODORE 128+1571

128 CPU, Disk Drive and Software. (Software as featured above).
only **£395.00**

C64 CONNOISSEUR PACK

C64 C Computer, C2N Datassette, Cluedo, Scrabble, Monopoly, Pitman Typing Tutor, Grandmaster Chess, Rennaissance, Neos Mouse and Cheese.
only **£169.99**

EVESHAM EXCELERATOR DISK DRIVE PACK

Evesham Excelerator, & Geos Operating System, & Freeze Frame & 20 Blank Disks.
only **£139.99**

AMIGA SPECIALS!

AMIGA 500 PLUS FREE SONY WALKMAN AM/FM DOLBY

worth £69.95

A500 CPU, Deluxe Paint. The Very First Tutorial, Basic, Extras, Mouse.
only **£450.00**

AMIGA 500 + 1081 MONITOR

A500 CPU, Deluxe Paint, The Very First Tutorial, Basic, Extras, Mouse + 1081 Colour Monitor *only* **£649.0**

AMIGA 500 BUSINES PACK

A500, Citizen 120D Printer, The Works, Database Spreadsheet & Wordpro, MSDOS Emulator
CASH OR CHEQUE ONLY *only* **£804.0**

MUSIC EXPANSION SYSTEM

VERY SPECIAL OFFER

5 Octave Keyboard, Sound Expande Sound Studio, 3 Playalong Albums.
Cassette or Disk. *only* **£65.0**

SALE•SALE•SALE•SA

ZZAP! WINNERS



Hello again. How are all you 64 owners out there? I've got some more results for you, all from Issue 35 (the one with the spaceman on the front, remember?). So, if you entered any of the comps in that issue, read on to see if you'll be playing soldiers at Combat Zone, corkscrewing at Alton Towers or performing wheelies on a brand new BMX Bike. Don't despair if you don't win any of the major prizes – there are lots of games on offer as well, so get reading . . .

WHAT'S JO DOING? (FIREBIRD)

Just as I thought – everyone who entered came up with a witty caption to Firebird's 'What's Jo Doing?' Competition. The funniest was from **Nigel Faulkes** of Letchworth, Herts, who suggested, '*Doctor, Doctor, help . . . AAAAARRRRRGGGGHHHHH!!!! THHHBBBBB . . . AHHHHHH . . . I . . . I just laid another . . .*'. So Mr Faulkes, you'll soon be riding around doing all sorts of amazing stunts on your very own Raleigh BMX bike. When you tire of that you can go home and play *BMX Kidz* on your 64! Fun, fun, fun!! If you didn't win, don't go yet because 30 runners-up are to receive a Firebird Baseball cap, a copy of the game and a 'Special' T-shirt . . .

Christopher Hudson, Liverpool, L23 0SG; P Malcolm, Oxford, OX4 5QX; Mark Anderson, Co. Down, BT32 4ED; Lee Ng, London, N15 6NJ; Simon Errington Dodds, Carlisle, CA6 4JH; David Burke, Wellington, TA21 8BW; David Lawrence, Coulsdon, CR3 1DN; Neil Kirby, Rochester, ME1 3QF; Miss Samantha J Kezik, Selby, Y08 7RB; Marvin Stanislow, Barry, CF6 7TR; Matthew Wood, Rainham, ME8 0DX; Paul Brettle, Nr Neath, SA11 4AA; Jonathan Blyth, Nottingham, NG5 8AH; David Jackson, West Midlands, B92 85J; Andrew Martin, Manchester, M9 2DJ; Tim Ball, Southampton, SO52 9JJ; John Neill, Gateshead, NE16 3JP; G Pattison, Broadstone, BH18 9HQ; Anthony Gamble, Epping, CM16 4PP; Mark Wooders, Ulverston, LA12 9QW; James Kent, Ware, SG12 7SB; T A Titherly, Eastbourne, BN22 9HU; David Bridges, Gosport, PO12 4JU; Fraser Mackintosh, Perthshire, FK15 0EB; Robert Kent, Hyde, SK14 8EL; Kulveer Ranger, Osterley, TW7 5QA; Alistair McWade, Stockport, SK7 4SQ; Piratpal Singh, Eastleigh, SO5 4RD; David Hollings, Leominster, HR6 0BU; Nathan King, Wallington, SM6 0TL.

WALKING ON THE MOON (ELECTRONIC ARTS)

The first five out of the bag with exactly the answers we wanted are to have an all-expenses paid trip to Alton Towers and some Electronic Arts goodies, including a t-shirt and mug. They are . . .

John Rumball, Hampton Hill, TW12 1HH; Stuart Farmer, Farnham, GU10 1AB; J Tyrell, Liverpool, L4 0HD; David Goodsell, Harpenden, AL5 5SD; Philip Mustoe, Cowbridge, CF7 7AY.

Electronic Arts also have copies of *Apollo 18* to give to the runners-up. So if you got all the answers right, or were very close, keep on reading to see if you're amongst the following 50 names . . .

Nick Wellings, Norwich, NR14 7SB; Mr D Black, Brighouse, HD6 2LA; Nik Bean, Dunstable, LU6 1EP; R Gudger, St. Michaels, PR3 0UA; Paul Lowson, Co. Durham, DL15 0DY; Christopher Sharpe, Uckfield, TN22 2BA; Shaun Ellis, Retford, DN22 0LG; Karel Vander Horst, 5581 VX Waalre, Holland; David Carne, Braunstone, LE3 2UR; Paul McCaffery, South Shields, Tyne and Wear; Tim Ball, North Baddesley, SO52 9JJ; Paul Russell, Aylesbury, Bucks; Daniel O'Gorman, Danbury, CM2 4EJ; M Bunting, Bakewell, DE4 1BH; Stuart Cross, Bracknell, RG12 3TY; Lee Mason, Accrington, BB5 6AU; Matti Kennedy, Cornwall, PL18 9HW; Edward McCandless, Ayrshire, KA20 3AZ; John Hadcock, Urmston, M31 4JU; Dean Craddock, Walsall, WS8 6BG; Tony Smith, Yeovil, BA21 3LP; Kevin Clarke, Winsford, CW7 3DY; Paul Robson, Newcastle On Tyne, NE16 5YA; Stephen Taylor Hillcrest, Kirkby Stephen, CA17 4AJ; John Shepherd, Tilbury, RM18 8ND; Samer Salam, Manchester, M8 7NF; Virginia Chan, Letchworth, SG6 2TB; Scott Duncan, Edinburgh, EH5 3NS; David Brown, South Humberside, DN37 0LA; Paul Bournat, Cheam, SM2 TLB; Gerald Moran, Wexford, Eire; Spencer Reynold, London, E10 6DL; N F Colman, Colwyn Bay, LL28 5SY; Richard Moore, Port St. Mary, Isle of Man; Simon L Smith, Penn, Bucks, HP10 8EN; P Hallewell, Chatham, Kent; Gerard Fitzpatrick, Finglas West, Dublin 11; Brian Graham, Annbank, KA6 5EB; Mrs Carol Brayshaw, Waltham Abbey, EN9 1PU; Iain Murray, Dunfermline, KY11 5AE; J Fentaman, Chatham, ME5 0EX; Rupinder Janon, Luton, LU3 3SE; W Hill, Taunton, TA2 7AJ; Jason Forster, Heywood, OL10 2AH; Martin Bush, Cambridge, CB4 2EJ; Mr A Stevens, Hull, HU5 1LT; Mrs Carol Brayshaw, Waltham Abbey, EN9 1PU; Mr S J McMaster, Huntingdon, PE17 4TT; Geoff Bayliss, Dunfermline, KY11 5PZ; R I Farley, Broughton, NN14 1PD.

HUNT THE PREDATOR (ACTIVISION)

As expected, loads and loads of entries came in for this one. Was it because it was an easy competition I ask myself, or was it because the film was so good? Well anyway, the number of Predators hidden in the wordsquare was 13, and the first ten correct entries picked out are to take part in Combat Zone. They are . . .

Danny Chan, Retford, DN22 7LW; Adam Saunders, Peterborough, PE7 3AR; Mr M Barber, Lansdowne Way, SW8 1JQ; Freddie Boylan, Exeter, EX1 2RN; Peter Andrews, Huyton, L36 5SP; T Glover, Churchdown, GL3 2RZ; Finlay MacKenzie, Isle-Of-Lewis, PA86 0JR; Philip Measures, Nuneaton, CV11 6HD; Andrew Marriage, Stanford-Le-Hope, SS17 8BQ; Colin Berry, Liverpool, L25 6JB.

If you haven't been mentioned, you could be amongst the 25 runners-up who are going to receive a copy of *Predator* . . .

Craig French, Barnsley, S73 9JU; Atif Shamim, Crawley, RH10 6AN; Richard Taylor, Drighlington, BD11 1HN; Mrs E Cuthbertson, Gateshead, NE8 4QY; Matthew Kempen, South Benfleet, SS7 5ND; Lee Sykes, Middlesborough, TS6 0JG; Gavin Carr, Baillieston, C69 6ER; Colin Gray, Redditch, B98 7BG; Matt Marshall, Sudbury, CO10 6HP; M Smith, Victoria, SW1P 1ED; Rens Ann, B-3030 Leuven, Belgium; Keith Davey, Redhill, RH1 2AX; B Entwhistle, Darwen, BB3 3AG; Graham Care, Folkestone, CT19 6PN; Craig Gilroy, Bath, BAB 6PF; Michael Risi, Shipton By Beningbrough, YO6 1AP; Ewan Bumpstead, Broadstairs, CT10 2JN; Seon King, Manningham, BD8 7QH; Gary Marshall, Farnborough, GU14 7BY; M S Wilson, Woolton, L25 8TA; Richard Elliott, Otley, LS21 3DU; Chris Houseman, Castleford, WF10 5LU; Matthew Byrne, Chorlton-On-Medlock, Manchester 13; Christopher Allen, Wigan, WN1 2PJ; Philip Jones, North Wembley, HA0 3TL.

Well, that's it. Before I go I'd just like to say hello to a few people, namely **Dredd, Genius, Yogurt** and **Questor**. I had a chat to them a couple of weeks ago on my first time on Compunet, which was brill and 'triff and all that. I must logon again soon. OK, if you have any complaints or suggestions about competitions, please write to me, **GLENYS POWELL, ZZAP! 64, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB** and I'll endeavour to set things to right.

See ya next munf!

ZZAP!'s monthly round-up of budget software

THE HALLS OF THE THINGS

Firebird, £1.99 cass, joystick with keys

Seven magical rings are hidden on seven floors of a high tower. The hero of the piece is a magician, who must collect the rings and enter a fearsome dungeon, where an escape key is hidden. The flick-screen levels are guarded by blood-curdling Things which hinder progress; fortunately, the magician is armed with a sword, a quiver of arrows, fireballs and lightning bolts.

At any time during the game the action can be paused, revealing a status screen. This details the number of rings found, Things killed and arrows remaining, and the current status of magic ability and wounds. Injuries sustained can be healed, but this uses up magic, which is only replenished by collecting potions scattered about the mazes. Should the wounds level reach 100%, the game ends.



The appalling graphics of The Halls Of The Things **disguise an engrossing and challenging game. Presentation is excellent: the range of available controls and weapons is superb, and the ability to redefine most of the game's parameters caters for all skill levels. Initially it's quite baffling, partly because of the minimal instructions, but once you're accustomed to the keyboard, long and rewarding games can be enjoyed. Sonically it's nothing special, but the spartan effects that do exist contribute a small amount tc the atmosphere. Collecting objects and destroying monsters is a simple format, but achieving the objective is far from easy: the random dungeon design each time you play the game guarantees it's lastability. Highly recommended for all who want some classic blasting action.**



I remember playing this continually on the Spectrum four and a half years ago, and it's lost none of its appeal since then. The graphics and sound are really terrible, coming from the minimalist school of special effects, but this simplicity contributes to the eerie atmosphere of being alone against impossible odds. As soon as you're accustomed to the wide range of keyboard controls the action is frenetic and engrossing: defending yourself with homing missiles, turning a corner to find a gang of Things lurking there . . . Ignore the stick men and basic line drawings: Halls of the Things **is easy to pick up and extremely difficult to put down.**

PRESENTATION 76%
Wide variety of options marred only by the minimal instructions and slow game access.

GRAPHICS 24%
Dull colours, poor animation and sparse backdrops relieved by an occasional neat touch.

SOUND 20%
Few, if atmospheric, effects.

HOOKABILITY 69%
Quite hard to get into until you're familiarised with the controls.

LASTABILITY 88%
The random dungeon maze designs, changeable difficulty setting and variety of weapons and action permit a different game each time.

OVERALL 88%
An ageing but very playable classic.

► **Basic graphics belie a brilliant game**



TANIUM

Players, £1.99 cass, joystick with keys

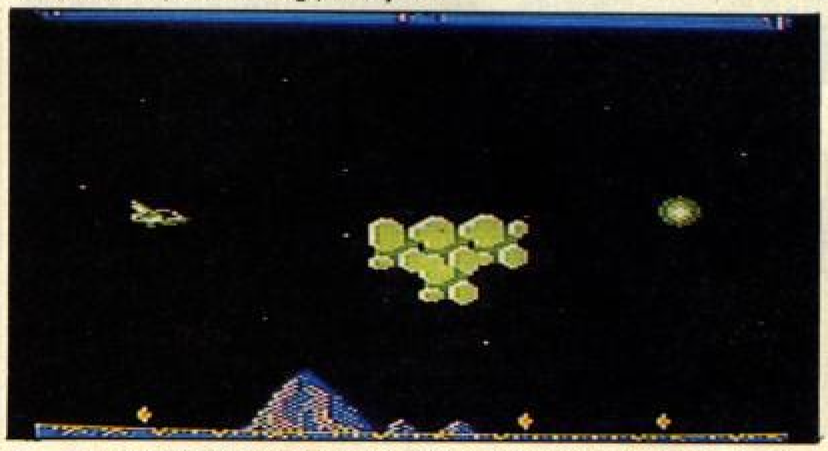
Having successfully vanquished the alien hordes in *Warhawk*, the trigger-happy player of *Tanium* faces a fresh threat. The capture of the eponymous planet by unknown enemies provides the ideal stage for a retired blaster's comeback.

The action scrolls from left to right, the objective being to avoid or destroy successive waves of aliens. Landscapes are harmless, but contact with enemies is fatal. At the end of a level the screen stops, and combat ensues between the player and a swift, wriggling serpent. Successful annihilation allows passage to the next level.

An information strip details the score and ships remaining (initially three). Additionally, it indicates the type of alien wave and the kind of ship customisation collected. These extra features are obtained by destroying entire alien formations, and include extra speed, firepower, lasers and shields.



With Warhawk **on its pedigree, I was surprised that** Tanium **wasn't a bit better. As scrolling shoot 'em ups go, there isn't really much that is immediately remarkable in** Tanium, **except for the the initially excessive level of difficulty, caused by the inadequate speed and blasting power of the player's ship. Once a decent firing capability has been built up the game is still very tough, but not quite difficult enough to turn you off playing straight away. Some of the sprites are a little familiar and sound is used minimally, but there's enough play here to warrant getting two quid out of your pocket.**



► **Monochromatic graphics fail to breathe life into this variant**



With the omission of a couple of annoying faults Tanium **could have been a decent** Delta **variant. The basic drawback is the irritating necessity of collecting weapons at the correct time. This is practically all the game consists of, since failing to grasp them is a ticket to Game Over. More annoying still is the loss of all gained features with the ship; realistic it may be, but enjoyable it's not. It *is* mildly addictive for a short while, but because the difficulty is honed to the point of utter frustration it quickly grows tiresome. The graphics and aurals are nothing special: reasonably conceived but dull sprites and mediocre backdrops complemented by weak blasting effects.** Tanium **is far from the high standard attained by its predecessor.**

PRESENTATION 30%
No two player option, standard control but easy weapon select.

GRAPHICS 38%
Several reasonable backdrops and sprites, otherwise dull and drab.

SOUND 12%
No title tune and few, feeble in-game effects.

HOOKABILITY 43%
Impossible to progress if the correct weapons aren't obtained; otherwise a matter of learning formations.

LASTABILITY 28%
The lack of freedom and variety quickly leads to frustration.

OVERALL 39%
A reasonably playable shoot 'em up marred by excessive emphasis on playing sequences.

ROCKFORD

MAD X, £2.99 cass, joystick with keys

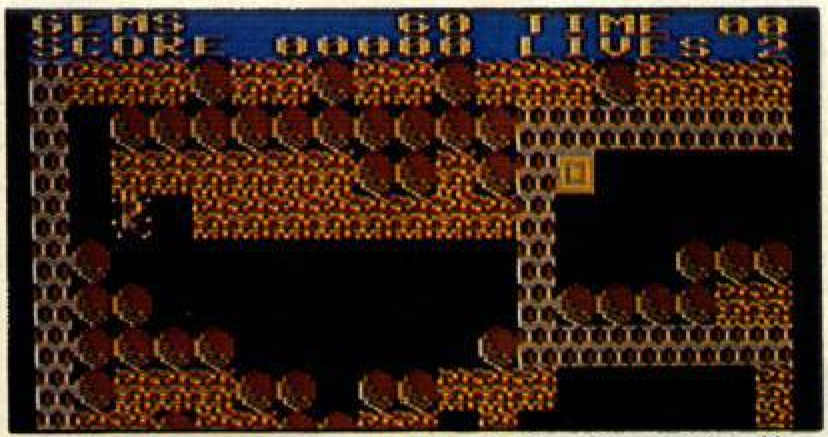
The player of *Rockford* adopts one of five roles according to the world confronted. As a cowboy, chef, hunter, doctor or spaceman he faces a series of screens appropriate to those characters, and any of the five worlds are initially selectable.

The action is displayed *Boulderdash*-style, each level spread over approximately four, four-way scrolling screens. Above the display is an information strip showing the number of items left to collect, the time and lives remaining, and the current score.

The required number of treasures need to be collected before the time expires, otherwise a life is lost. Rocks and monsters must be avoided, with some monsters creating new treasure when squashed by falling boulders. Additional features hinder progress such as fire, water, snakes and expanding walls.

When one of the four levels within a scenario is completed, a door opens and the player is placed in the next section.

The package includes the previously released *Back To Reality*.



▶ Is this creature as cute as his predecessor?



After the classic original, two very good sequels and a construction kit, further Boulderdash releases need to be pretty innovative to make any waves. It seems the only reason for the appearance of Rockford is the weak Arcadia coin-op, and apart from the gaudily restyled graphics (which only serve to detract from the intentionally simple gameplay) Rockford is pretty much the same as its predecessors – except for the jerky push-scrolling, that is. With the earlier versions available for around the same price, dig out the originals.



I would hardly call this 'The ultimate version' of Boulderdash, nor anything approaching it. The comical tone of the instructions rebounds on the game itself, since the gameplay is a backward leap from the Statesoft version. The backdrops are appealing, with plenty of colour and some neat effects such as the rosy apples and smiling masks. Nonetheless, they and the individual characters don't differ significantly enough to prove attractive in themselves. In the end all the elements behave in the same way as the original: expanding walls, objects which need to be combined to produce more objects, creatures and rocks to avoid – the difference is that they move much more jerkily. When Boulderdash is available for the same price, without the hindrance of a terrible B-side game, why produce an inferior version?

PRESENTATION 60%
Reasonable amount of options, clear display, helpful instructions, and 'free' game.

GRAPHICS 41%
Very colourful but blocky and indistinct; not especially cute.

SOUND 49%
Weak and sparse effects, but some appealing tunes.

HOOKABILITY 40%
The *Boulderdash* format proves initially compelling, although the program lacks polish.

LASTABILITY 29%
The slow and repetitive gameplay plus lack of varied elements soon proves tedious.

OVERALL 31%
A poor variant of a four-year old theme.

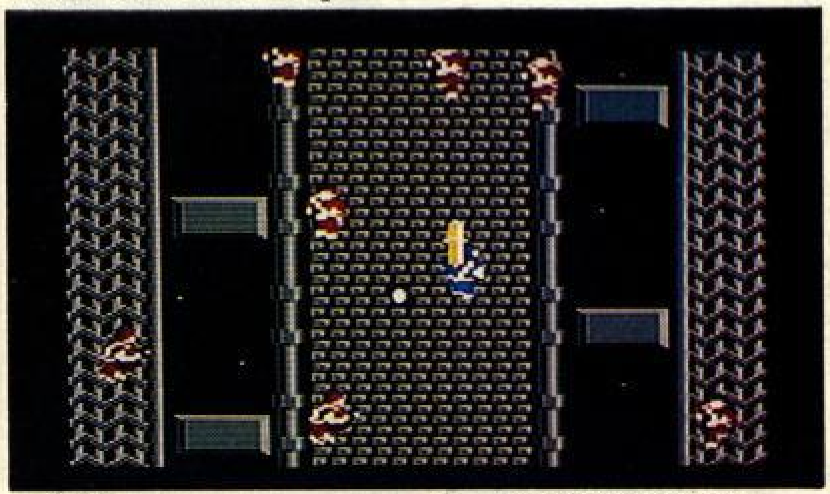
UCM

MAD, £1.99 cass, joystick only

At the dawn of the 22nd Century, Earth's jails had become vastly overcrowded. As a solution, a huge orbiting space prison was constructed; confined within its walls were two notorious felons, Mandroid and Warmonger. Adopting either character, the player's aim is simply to escape. Alternatively, a simultaneous two-player option is available.

The vertically scrolling prison is constructed over a series of platforms which are jumped over or walked around. Warmonger is armed with a pump action machine gun, Mandroid with a surgically implanted robotic laser; both are used to annihilate the waves of onrushing guards. Some guards carry rocket launchers which the escapees can pick up and use for a limited time. At the end of the prison a supply shuttle awaits to take the convicts to freedom.

An information strip at the foot of the screen reveals both players' scores, plus the lives and weapon strength remaining.



▶ *Commando* clones have invaded an orbiting prison . . .



The scenario behind UCM is a thin veil over a rather drab budget shoot 'em up. It simply consists of firing ping pong ball bullets at onrushing sprites whilst avoiding the same. The only variety appears in the relative peril of the landscapes, since jumping does test platform skills and provides more excitement than the blasting. The worst fault is the character collision detection around bullets, from which the gameplay suffers greatly. These criticisms aside, UCM is adequately playable, providing some short-term fun; in the long-term, however, there's too little variety in graphics or gameplay to deserve attention.



From the start, it's obvious that the programmer has used program routines and graphics from a mixture of games and Compunet demos which did their jobs well in their original settings. They have then been blended all together but the mixing process hasn't been well thought out at all, and the result is little more than an exercise in programming effects and putting as many off-the-shelf sprites as possible on the screen at the same time. Control of the 'Commando' often sticks and if you can get it to play in two player mode you can laugh as the other player's joystick influences your movement.

PRESENTATION 55%
Two player option, but merely average display and bland instructions.

GRAPHICS 40%
Mediocre bas-relief backdrops are matched by unimaginative and unoriginal sprites.

SOUND 49%
An average tune plays throughout.

HOOKABILITY 49%
Initial progress is marred by poor collision detection and dull gameplay.

LASTABILITY 24%
The repetitive action repels any addictive qualities.

OVERALL 40%
A reasonably playable but ultimately tedious *Commando* variant.

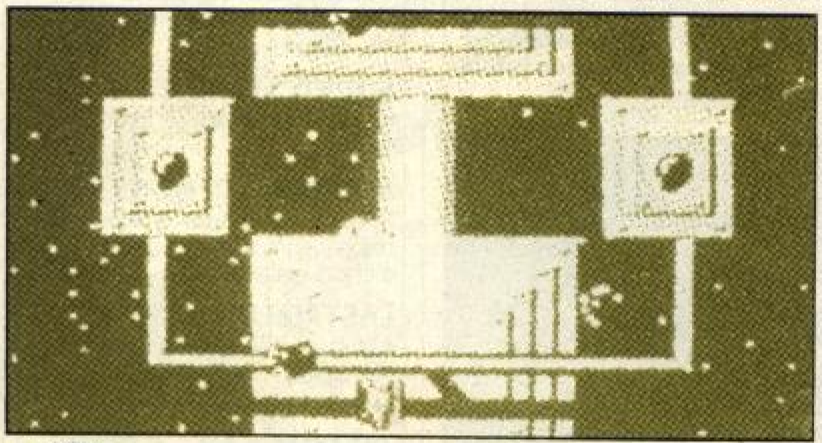
SABOTAGE

Zeppelin Games, £2.99 cass, joystick or keys

A once-peaceful planet is in the grip of advanced and malevolent aliens who are launching constant devastating attacks from their fleets of starfighters. A destruct code exists which eliminates their mothership, but it is fragmented and lying somewhere within the eight sectors of the home world.

The player's task is to collect the blueprints which make up the code by contacting sympathetic members of the invasion force. In order to do this, he must first fly through each vertically scrolling sector of the planet, scoring points by destroying any aliens who dare to cross his path.

Collectable icons appear periodically which bestow a short-lived force shield upon the ship, or give it a boost in speed. Shooting an end-of-level guardian allows the player to land and retrieve a section of the code. When all are collected, the mercenary can find the mothership and put an end to the aliens' plans.





After the brilliant Zybex, I was expecting great things of Zeppelin's Sabotage; unfortunately, the game is frustrating to the point of disbelief. It could be forgiven for being just another vertical scroller if the gameplay facilitated progress beyond the first level; however, when you manage to get that far you'll have torn all your hair out. The format is tediously well-used: destroy all the aliens unless you can find a safe place to avoid them. The only help you receive is a limited amount of shield cover and an occasional speed-up, otherwise the attack formations are too quick and powerful to combat effectively. The sound and graphics are both above average, the options are reasonable and the inter-level sequence does provide some compensation. Nonetheless, the action is too painfully unbalanced and the gameplay too unoriginal to receive recommendation.



I've a sneaking suspicion that Sabotage is the product of a group of guerilla psychoanalysts in an attempt to instill multiple neuroses in decent, hard-working reviewers like ourselves. At first the game seems ridiculously hard, but that's no more than you would expect for the first few games. The problem comes when you more or less master these difficult waves and get totally wiped out by the even faster and utterly invincible hostiles which appear further up the level. The game only really scores on good music and options (a simultaneous two-player mode might have been a useful addition, though). Not the worst budget game around by any means, but you'd have to be verging on masochistic to buy it and love it.

PRESENTATION 79%
Fine title screen, options and tutorial demo.

GRAPHICS 52%
Good backgrounds but sprites are lacking in imagination.

SOUND 65%
Some nice tunes let down by weak effects.

HOOKABILITY 64%
Mild frustration provides an initial hook.

LASTABILITY 21%
Intense frustration provides the final put-down.

OVERALL 23%
Initially challenging, ultimately unplayable.

BUDGET TEST

PROWLER

Mastertronic, £1.99 cass, joystick with keys

The objective of *Prowler* is to defend the humble planet of Ferantoo, under attack from the evil Peradusians. Piloting a Northall Q15-C helicopter, the player engages in one of ten missions, each having five skill levels.

The planet is represented as a 3D scrolling landscape, over which enemies manoeuvre in tanks, aircraft and motherships.

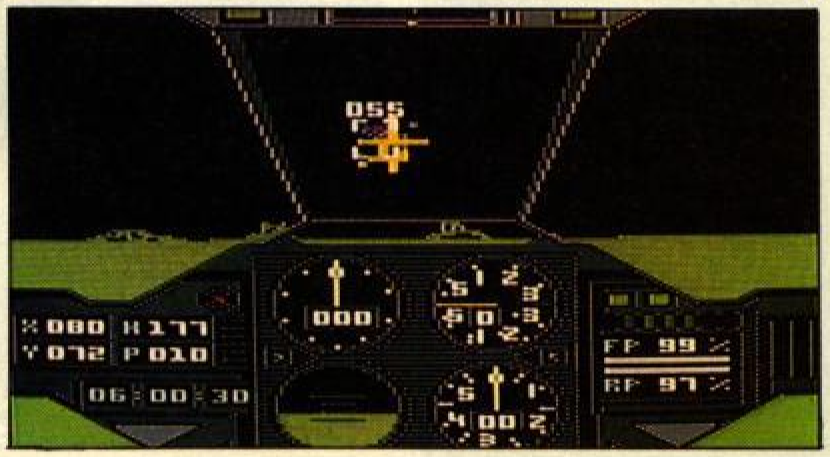
Five types of weapon are available with which to oppose them: a heavy shell and four kinds of missile for ground/air combat. Shield power protects the craft from alien projectiles, and regenerates with time; should it expire, the game ends. At the end of each mission a status report is given on the player's performance.



From the cockpit display, you would expect Prowler **to have combined the best features of** Super Huey **with those of** Skyfox**. In fact it does manage a competent stab at emulating these two flight/combat simulators, but then you realise that they were both released some years ago, and have since been surpassed frequently in both addictiveness and playability. There is little to** Prowler**'s gameplay apart from swooping about and blasting, so apathy tends to creep in halfway through the first game. Other little discrepancies such as the sluggish controls which make combat at speed difficult, didn't have me adhered to the joystick for very long.**



Despite the alien story line, Prowler **is very derivative in its graphic design and inspiration. Unfortunately it's a case of nice looks – shame about the gameplay. The range of scenarios doesn't count for much, since in practice they're virtually the same, differing only in the number of aliens. The same applies to graphical movement: most of the time it feels as if you're simply rotating in a barely manoeuvrable helicopter. The 3D effect is similarly redundant because the horizon never grows nearer and there are no ground features apart from aliens; as a result there's no real impression of speed. There is some appeal in shooting oncoming aliens, and the targetting system works well, but the action is too limited to make this an essential purchase.**



PRESENTATION 78%
Wide range of options and controls, extensive instructions and impressive screen display.

GRAPHICS 43%
Poor use of colour and ineffective 3D movement.

SOUND 31%
Noisy effects marred by little diversity..

HOOKABILITY 62%
Frenetic blasting and mastering the controls proves addictive for a short while.

LASTABILITY 30%
Although there are a host of missions, lack of real variety discourages continual play.

OVERALL 49%
A beautifully presented program lacking severely in the gameplay stakes.

HEROBOTIX

Rack-It, £2.99 cass, joystick with keys

The Alliance of Space Pilots has stolen the Z-Ray Particle Accelerator, a maximum destructive potential weapon. A rebel sector of the Alliance is against this theft and has sent in a class IV 'Herobot' to capture vital information about it.

The action takes place on the ASP's flick-screen base, guarded by 12 types of droid. A laser bolt or an energy bomb is used against them, but contact with robots or their missiles depletes Herobot's energy. This can be replenished at sources dotted around the base.

An information panel reveals the energy level as four fluctuating bars, and also displays the score, droid status and gun parts collected. These parts are needed to blow up the door to the main computer, steal the information and escape.

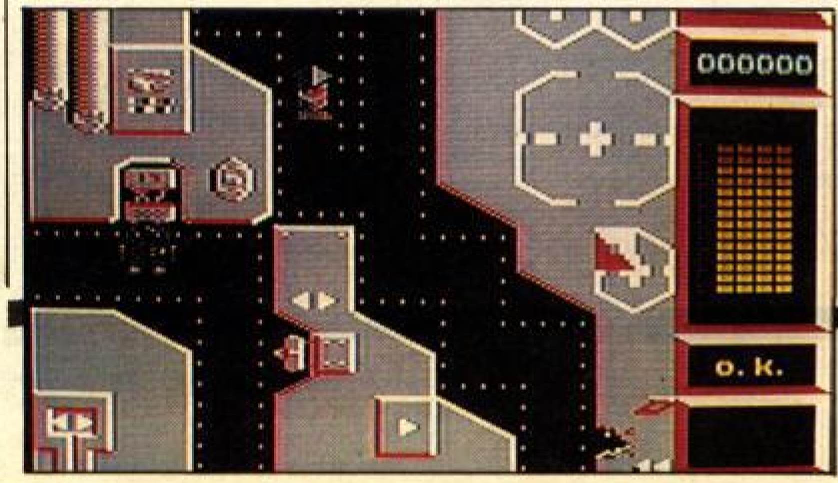
Transporters assist progress around the complex, but codes are required to activate them. Computer terminals are accessed to reveal map sections and to shut down conveyor belts for a short time. Switches turn off force fields, thus allowing passage to normally inaccessible parts of the game.



While not offering anything particularly new, Herobotix **still affords much entertainment to anyone who can be bothered to spend a few hours at the computer with paper and a pencil, mapping the playing area and working out where all the energy points, transporters and gun components are situated. Unfortunately, the action requires too much thought to have instant universal appeal, which is a shame, because it's obvious that a lot of thought has gone into the game's design and** Herobotix **puts up a good show on the graphics and sound fronts. Move your brain from neutral into first gear while playing and you'll enjoy it.**



Although it is by no means an original concept, Herobotix **is a compelling game. This is in part due to the atmosphere generated by the graphics and sound: hollow, distant rumbles and robotic babbling effects complement a mixture of brightly coloured and sombre backdrops and a cute main sprite. The large playing area requires mapping if any real progress is to be made, since energy points are vital to survival: finding one when your last ounce of plasma is flickering to an end is a huge relief! There's enough blasting action and arcade adventure puzzles to satisfy addicts of either genre, and the complaints against it and its derivative scenario are minor considerations:** Herobotix **is playable, lasting and enjoyable, continuing the high Rack-It standard.**



PRESENTATION 82%
Option of black and white or colour background, loading game, helpful instructions and innovative energy display.

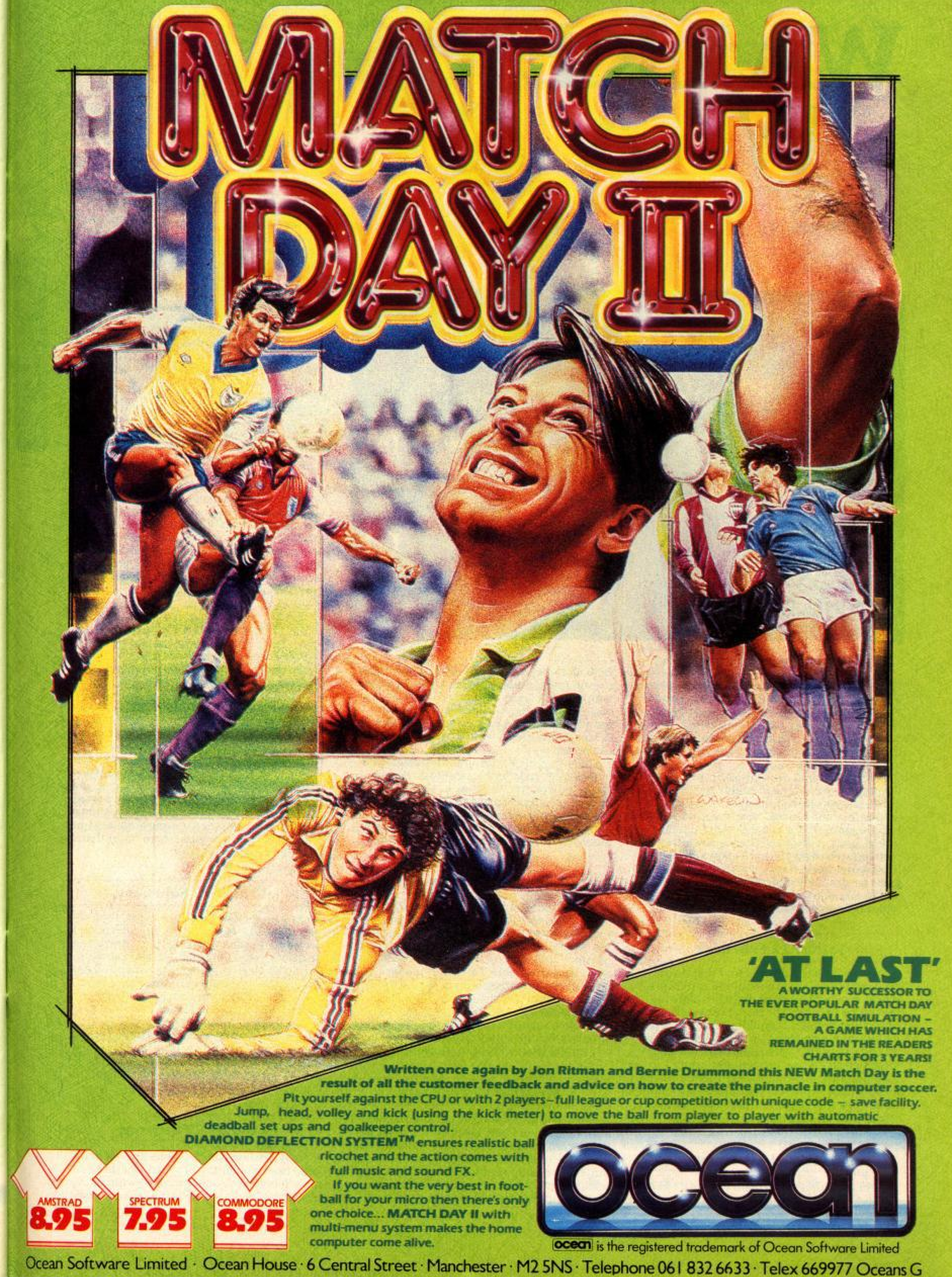
GRAPHICS 78%
Bright, colourful bas-relief backdrops fronted by reasonable sprites.

SOUND 75%
Attractive title music and atmospheric in-game effects.

HOOKABILITY 82%
A compelling balance of progressive discovery and frustration.

LASTABILITY 89%
A large environment to explore and enough action to maintain interest.

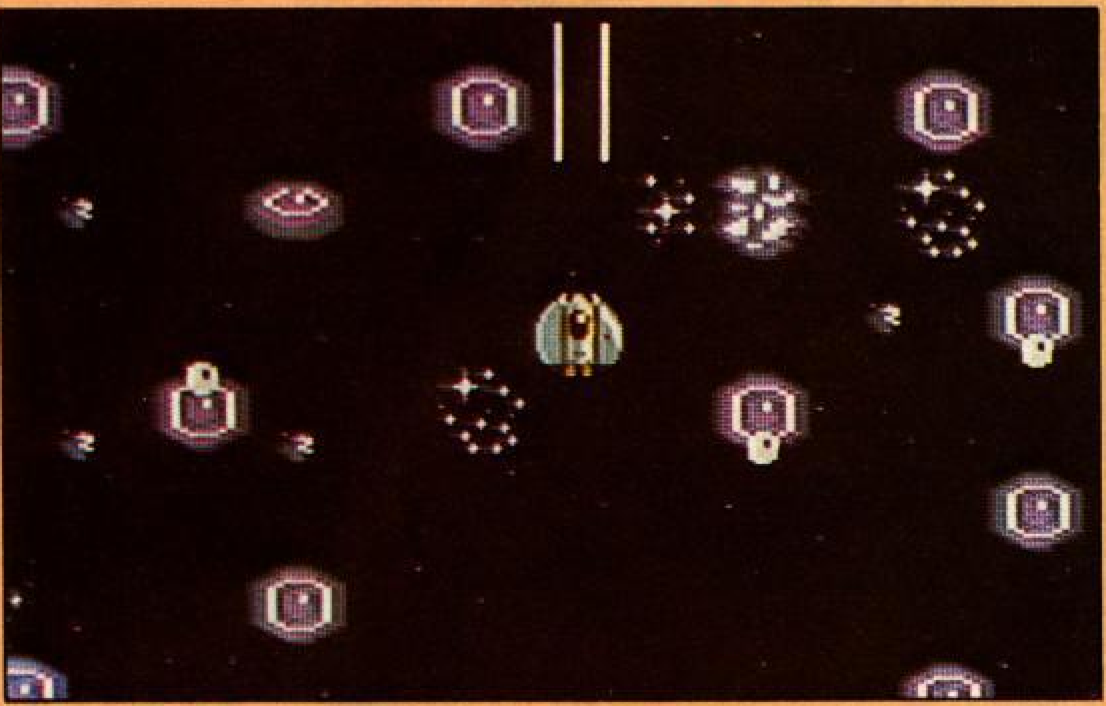
OVERALL 87%
An appealing mixture of puzzle plus shoot 'em up action, and another first-class release from *Rack-It*.


MATCH DAY II
'AT LAST'
A WORTHY SUCCESSOR TO THE EVER POPULAR MATCH DAY FOOTBALL SIMULATION – A GAME WHICH HAS REMAINED IN THE READERS CHARTS FOR 3 YEARS!
Written once again by Jon Ritman and Bernie Drummond this NEW Match Day is the result of all the customer feedback and advice on how to create the pinnacle in computer soccer.
Pit yourself against the CPU or with 2 players – full league or cup competition with unique code – save facility.
Jump, head, volley and kick (using the kick meter) to move the ball from player to player with automatic deadball set ups and goalkeeper control.
DIAMOND DEFLECTION SYSTEM™ ensures realistic ball ricochet and the action comes with full music and sound FX.
If you want the very best in football for your micro then there's only one choice... MATCH DAY II with multi-menu system makes the home computer come alive.
AMSTRAD 8.95
SPECTRUM 7.95
COMMODORE 8.95
ocean
ocean is the registered trademark of Ocean Software Limited
Ocean Software Limited · Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 Oceans G

WALKER'S WAY

By Martin Walker

The second instalment of Martin Walkers' programme of a diary – or diary of a program.



Thursday 1 February

Produced some more sound effects this morning; some new weapons that have real oomph! They incorporate dull thud, whine and recoil elements, and make a good start to my 'weapons' library. Some will no doubt be used in *Armalite* and others will be more appropriate to my new project.

One intention in the new game is to allow the player to have a shield energy which drops every time you are hit, or collide with the background, and my 'knock' library will allow me to simulate crashing into different materials (metal, glass, wood etc.) The big advantage with this style of play is that it allows the aliens to be more trigger happy without making the game frustratingly difficult, and also allows you to take a few chances in a tight situation without necessarily losing a ship.

Friday 12 February

A Walker weekend again! I find that if you relax twice as much as normal you can cram a whole weekend into one day, thus allowing more time for work the rest of the week. Seriously though folks, I sometimes have to force myself to stop and lead a normal existence for an odd day or two, otherwise I get stale and ideas start to dry up. Incidentally, aren't milkmen amazing! Ours arrives whistling fit to bust at about 5 am every morning – I wondered what was going on the first time I had a super-late programming session.

Saturday 13 February

Watched *Moonraker* last night (again!). I like the laser sounds used, so this morning saw a new addition to the Weapons file. Producing a copy of an existing sound is perfectly possible with SID, but lasers are fairly easy to get anyway. More problems come with 'natural' sounds, but running water, raging fires and ticking clocks are all feasible (just listen to *Chameleon*!).

The rest of the day produced the start of a new graphic style for backgrounds. As my games evolve, the 'story' also takes shape around the proposed gameplay. This time the action takes place in claustrophobic metal cities where death may be only a corridor away. It's nice to be down on the ground once more!

Sunday 14 February

The 'city' look gradually took more shape today. The feel is hi-tech, but with an oppressive feel like that used in *Alien* and *Blade Runner*. Although I intend to evolve 'plasteel', 'glasteel' and other colour-based building materials later (the 'Chris Foss look'), so far I've come up with pleasing looks in Steel, Chrome, Bronze, Copper and that means black anodised sheen. What a shame the 64 only easily gives four colours at one time – all these on screen at once would look stunning. Instead I'll have to rely on the enemy lasers to stun you!

Monday 15 February

A novel start to the day. The postman delivered a package of ten blank disks from Trilogic in Bradford. The novel part is that I didn't order them! I wouldn't have minded but my Access card had been charged for at least three months! One 'phone call sorted it all out, along with a refund and a trip to the post office to return the package to them, and then hopefully to the correct purchaser.

I've also found Trilogic helpful and informative. I know that most people buy products like the Expert Cartridge to back up (hack up?) games, but mine has proved invaluable during development. Being able to break into a game at any stage and examine things saves as much time when trying things out or tracing bugs. I only wish that more people used them constructively, but then perhaps if more games were 'fine-tuned' during playtesting people wouldn't need to hack a game about to get beyond level two!

Tuesday 16 February

A couple of explosions started the day today, but only from the safety of the sound effects editor. I gave up after the first two – some days inspiration goes and and you spend more time making cups of coffee than coding. Finally got started again mid-afternoon, down in the bowels of the city.

Started rationalising the layout of corridors and walls – I don't want to store each entire level separately as then I'd need a multiload (and we all know what we think of multiloads!) Had a novel idea later to design a random level generator for some parts of the game, so that you never quite know what to expect. It might work well, but would never compete with its tweaked and cunningly thought out companions for gameplay.

Wednesday 17 February

Continued with city design. I now have six floor gratings and many variations in feel and colour, from squeaky-clean brilliantly polished metallic areas to dark, oppressive corridors, lost for all eternity within the forgotten reach of the basement. Extra colours can be added in selected areas for special features, and I'm pleased with the overall look (not designer overalls but overall design!).

Thursday 18 February

I studied the software charts today. Groan. Groan again. Why do people buy the rushed, undernourished licensed games that appear with depressing frequency? Some are really well done, but when 'a certain software house' admits in print that it wasn't happy with its own product, what are we to think? Licenses can be extremely expensive, but at the moment guarantee sales, almost in spite of the product itself. Many of the smaller software houses have 'gone under' despite having good product, and the saddest thing to me personally is that it is possible to make more money doing conversions than writing original games, especially if you can write them faster than anyone else. Enough said.

Friday 19 February

Booted up the Sprites Editor today, for a session of enemy designing. By the afternoon I decided I must be suffering from 'Braybrook's disease' – some days alien designs can be decidedly elusive, and you can spend all day waiting and none appear! Although I have 10 sprites to save, none are up to scratch. Perhaps I should sell them as a job lot for use in a licensed game. Meeow! Oh for more horizontal resolution on 64 sprites! Perhaps if I put my fat pixels on low voltage for a few days they would oblige and thin out a bit, or maybe if I put 'ST' at the top of the editor they might take the hint.

Monday 22 February

A great new idea for the game arrived in my head late last night, whilst eating a slice of toast. It involves a new way of viewing an overhead scrolling universe, using reflection and



parallel worlds. Heavy huh? I should be able to design a single level of the game using two different city layouts simultaneously, but allowing the player to move fairly freely between both. It needs some refining before I start coding, but it feels good already. I've jotted down some possible ways to permit inter-landscape travel, and intend to let the 'baddies' pursue you between levels. What a profitable day!

Tuesday 23 February

Spent some time today with good ol' *Electrosound*. Probably the reason is the 'run-time' module that Orpheus subsequently released – at long last the programmer could include self-written music in a game without taking several months off to write a music utility. It may have a memory overhead of 10K and take as much raster time as an average game, but I still like it!

It must be admitted though that trying to write music using a computer keyboard seems to me like trying to eat spaghetti with a spoon! When I can afford it, the ST sitting forlornly in the corner will have a MIDI keyboard attached for realtime music making, and then perhaps the 64 can receive its music down a suitable cable.

Thursday 25 February

The latest few days have been spent doing what I term a 'mental bellyflop'. If you work within a development team or have a working partner then it does have the advantage of instant feedback. Any idea that comes to you can be bounced off another mind to get an instant reaction, and false trails, dead ends and diversions can be minimised.

The 'mental bellyflop' is the way I gell my ideas – in the absence of feedback from elsewhere it is best to collate all the ideas hastily scribbled down as they pop into your head, hurl them all into the air and then do something completely different for several days. After this time away from the mundane business of designing another piece of background or tweaking the odd sound effect (and some of them are!), you can return refreshed and be far more objective about your own ideas. The bellyflop leaves the important ideas still 'in the pool' but discards the 'splashes' which tend to dilute the main idea. I now have a definitive gameplan.

Saturday 27 February

I fully intended to get in a good day's work on my sprites today, but that was before the postman arrived with the latest demo of *Armalite*. At last the 'super-weapons' are in, and I can now see (hear?) how my weapon sound effects fit into the game. The graphics look excellent, and I'm looking forward to helping gametest when everything else is finished – it's very playable already and the aliens don't even shoot back yet!

Most of the day was eventually spent on more sound effects. The number of super-weapons has dramatically increased, so I had great fun honing mean and moody audibles to suit, and was well pleased with all the results.

Sunday 28 February

Worked with the dreaded sprite editor again today, but surprised myself by coming up with a new weapon look. By using software sprites (ie mapping objects across the character screen and replacing the 'underneath' characters afterwards) you can also at the same time add in spot colour. The new weapons can therefore have their own colours, as long as I'm careful how I design them. It's even possible to throb the colours (wow!) as they move.

I intend to use software sprites for player and enemy bullets, leaving as many sprites as possible for aliens. Perhaps the multiplexor will be used as well, but I may not need that many baddies on screen at once. This should make for a much more colourful overall screen look.

Monday 29 February

This should be an excellent day, as it only happens once every four years! A giant leap for mankind! Groan, waffle, waffle etc. Down to business. Being suitably cryptic so as not to give everything away before release date, the new game could be described as a shoot 'em up incorporating a board game (a what?), and mazes. I intend at the moment to have a new form of control that is a cross between horizontal/vertical/eight-way scrolling, and plenty of mayhem (blasting to you). As with all projects, things may change subtly as time passes.

Today saw the start of rationalising the backgrounds. Although I've got a disk with about 15 different screen designs, to get as many levels as possible into a single load needs much planning from this point on. *Hunter's* needed only 64 bytes for each eight-screen level, the trick being that each of the eight worker cells produced the backgrounds as they moved about, effectively plotting the level as you played. Only the type of movement and starting positions were needed for each new level.

The layout of this game should occupy about 32 screens for each level in two different parts, but I've come up with a method to define all 32 screens in the magic 64 bytes again, along with a few bytes to decide the colours, type of scenery and aliens. This is where the concept of the board game comes in. Stay tuned to this diary for more information as it develops!

Tuesday 1 March

The postman arrived this morning with yet another diversion, namely my official production disk copy of *Morpheus*. Since everything I play must affect me to some extent (if I'm honest!), it must all be relevant to the diary n'est pas? The finished game (as opposed to the version I played at PCW last year) has a few tweaks in the graphics dept. (the docking station is more 'rugged') and I really like the restart facility.

So far I've got to level ten, but still can't get to grips with the control weapons systems – by the time I've switched from the main engines great damage to the ship has normally been sustained, and I currently find it easier to run away. What an admission! The booklet helps a great deal in choosing systems (let's hope the lack of it proves a useful deterrent to the pirates' understanding of the game!) Overall I really enjoyed it. Nice one, Andrew. It will be interesting to see how people respond to the price tag though, especially if they didn't follow the diary and know what to expect before they decide to buy.

Wednesday 2 March

My ears hurt! I've spend all day on the sound effects for *Armalite* and knocked them into shape ready for another visit to Cyberdyne Systems sometime in the next week or two for 'tweaking'. Since so many super-weapons have been designed there are now eight two-channel weapons sounds which can be intermixed – I got a total of 50 different variations which should be enough for anyone! The alien mothership and player's craft explosions have been designed as megablasts using all three sound channels simultaneously. This created a colossal sound (sad if it's your ship, but satisfying if it's the mothership!)

The only tricky bit of brainwork came in deciding priorities for the sounds so that I can ignore the odd alien going boom if I won't know if all the sounds 'fit' until I hear them in the game itself. Sometimes certain things don't sound right when you hear them 'on-screen' so to speak. This is a tricky part of writing sound effects, and the reason I like to gametest as well. The right atmosphere is so important, and is greatly helped if you can ' believe' that the sounds are actually being created by the objects on screen. So many games are let down in this area!

Thursday 3 March

Another visit to the shops today, and a chance to peruse a different branch of my least-favourite high street software stockist (see last month's diary). This one was a real chortle! The stock was so disorganised that I gave up looking for one particular game, and decided to ask for it at the nearby counter. Considering the fact that 'We only stock the top 20 games', it seems that the only way to get a best-selling game is to make sure that it's best-selling first! Still, this probably explains why the stock is so out of date – they wait to see if everyone is buying it before they decide whether they'll sell it! And on that note I'll bid you adieu for this month.

A NIGHTMARE ON KING STREET: PORKY'S REVENGE



ZZAP! CHALLENGE

Long it is since I've been host to a challenge, and much have I missed the thrill and exhilaration of a video gaming contest. But now renovated and ready to sink some serious Domestos, I have the task, once again, of deposing a so-called ZZAP! champion. To be perfectly honest, I'd like to drop them all into a Betelgeusian slow-grinder and watch as they're agonisingly squeezed into slop. However, that is not the way I'm able to do it, and must rely on a battle of joysticks to bring them to humility.

Of these 30 days, I've deemed in my infinite wisdom that Hunter's Moon is to be the challenge game, and I immediately set about finding a challenger. The fruits of my search are borne in the form of a Michael Shore from Heywood in Lancashire, whose highscoring ability should bode him well in the contest.

Representing the accursed ZZAP! team is gross Gordon Houghton, firm of flesh and bloated with blubber. I look forward to the horribly inflated one's ego being deflated by a crushing victory from my youthful challenger.

On the fateful day Michael arrives complete with an entourage of his good friend and companion, David Boyle. I'm pleased to see that he has also bought his own joystick, rather than rely on one of ZZAP!'s battered and physically abused ones. After settling Michael down I set down the rules of the contest – three games of ten minutes endurance, and with little ado order the challenge to begin . . .

Immediately the room is filled with blasting noises as both challengers enter loopspace and start collecting starcells. I notice with much satisfaction that my challenger has a slight head start, due to the sluggish one's porcine digits not reacting fast enough to my starting klaxon. I settle back and pour myself a 'Big Dom' (a lovely vintage) in anticipation of slaughter.

Both players are neck and neck as they hit the bonus screen – but I watch as the fat one deliberately kills himself so he can get on with collecting starcells. What a fool! I just hope his reduction in lives puts his highscoring prospects in jeopardy.

Michael finishes the bonus screen, but I'm aggrieved to see that the wobbling one has managed to scrape himself a slight lead. I sit back and ponder on how such a stupid-looking lump of lard could be in any way capable of wielding a joystick.

Disgusting cheers of derision come from the ZZAP! camp as chubby passes the 10,000 mark. I look at my chronograph and see that only a minute and a half has elapsed – plenty of time for my challenger to catch up. Reaching the second bonus screen, I watch again as roly-poly Houghton kills himself again to save time. However, an electronic smile passes through my circuits as the prat with a paunch smashes into a spore generator shortly after completing the bonus screen! Ha – fool that he is! Looking visibly perturbed, he continues – and I continue to send negative thoughts in his general direction.

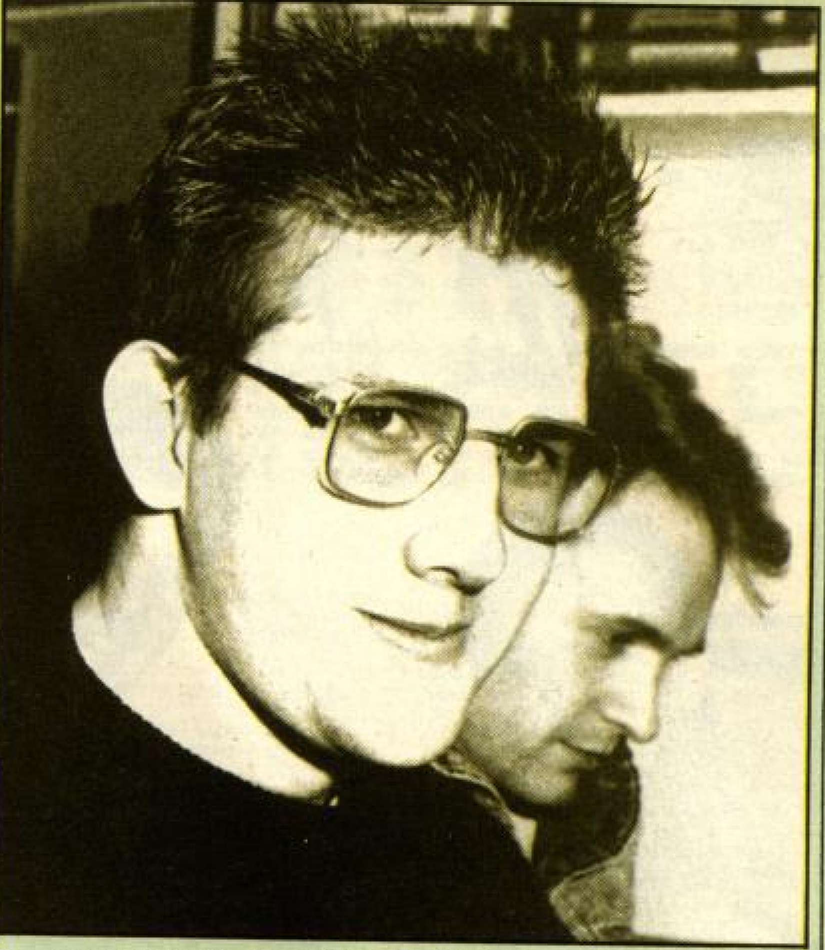
At 18,025 disaster strikes my

► At the start of the challenge, Gordon is threatened with the removal of one of his fat digits if he doesn't win





▶ In the red corner – Michael Shore . . .



▶ Gordon ' smugness ' Houghton



▶ Confusion and misery as Michael the challenger loses the first round

challenger as he's destroyed by a marauding spore. However, he isn't rattled and carries on his starcell collection undaunted.

Meanwhile the horrid ego-merchant is forging ahead, with a 2,000 point lead – no doubt aided in some way by his bilious cortege of Rignall, Jarratt and Glancey. I just hope that their disgusting raucous cacophony doesn't impinge on Michael's concentration.

With six minutes on the clock, the two players are making headway as best they can. Houghton still has a 2,000 point lead, but as my mental brow furrows I'm rewarded with the sight of Captain corpulent's ship being destroyed in a hail of spores. Within a few seconds the tubby twerp has crashed again, and I eagerly compare the scores: 28,150 for Michael and 30,200 for fatty.

Seven minutes are on the clock now, and time is slowly and inexorably passing. Finishing off my Big Dom, I reach for a brillo pad and slowly munch on it . . . Perhaps Michael is lulling the lolling lump into a false sense of security? Who knows the secret of the Lancashire challenger's tactics?

My chronograph sounds to inform me that eight minutes have gone by – and still my challenger is behind by a mere 2,000 points. He's leaving it a little late to catch up, isn't he? Suddenly a series of disasters besets Michael, and three lives are lost on the same screen. What is happening? Fired by the sounds of his opponent's misfortune and the rabble's shouts of delight, horrible Houghton blasts ahead and increases his lead by another 1,000 points. Visibly rattled, Michael meets his maker another two times before managing to finish the level. He carries on to the best of his ability and as the ten minute klaxon sounds he has 37,250 on the scoreboard.

I look across to see what the elephantine one has on his food-encrusted monitor and am disgusted to see a score of 45,025. An odiously smug expression slides across his face as he pours some horrible between-game sustenance down his gullet, as supplied by wretched Rignall.

I push the feelings of disappointment to one side and think of the two games ahead. Can luck strike the one with excessive tissue again? Surely not. All my challenger has to do is win the next two games and victory is mine! Dunking another brillo pad into a mug of Vim, I announce the start of the next round.

The second game starts and I watch to see both player's expressions. Michael seems to be calm and collected after his first defeat – good! The human dustbin on the other side of the room still has an inane, smug grin spread across his bloated moon of a visage. I just hope that his so-called success in the first round makes him over-confident, and thus susceptible to mistakes.

A thin murmuring noise from Michael's aide attracts my attention – to see that the fool has died on the first screen! What, by the Great Pulsating Joystick, is he doing? He continues onto the bonus screen, which he finishes in double-quick time.

In the slum, gormless Gordon Houghton, wretched of this Parish is showing another display of luck as he completes the bonus screen quickly, and zooms onto the next system with a surprising turn of speed for one of such density.

Comparing both scores, I'm displeased to see that Houghton has a 1,000 point lead over his opponent. Smirking inwardly I reflect that this is a suitable figure – he also has a 1,000 lb advantage over his opponent.

With a minute and a half elapsed, and the scores at 7,800 – 10,400 the lumbering oik crashes his ship, and precious time is lost as he negotiates the level all over again. The nauseous yob's confusion is further compounded as he tackles the bonus screen. Trying to die, he ▶



► Isn't this enough to make you throw up?



► The chubby one shows some form of primaeval sporting spirit

whines miserably as the worms fail to shoot down his ship. He's forced to blast them away, and more time is expended . . .

On the other hand, Michael is making up for his earlier mishap and is slowly but surely gaining ground on the porcine one. By the time my chronograph tells me that three minutes have elapsed the points difference is reduced to a mere 2,000 points. I lean forward, the thrill of a video contest and a few jars of bleach coursing through my veins. More intense battle ensues and my glorious, glorious challenger continues to cut the deficit. With five minutes gone, Michael has 25,075 points on his clock, while the sluggish one has a mere 26,800. My circuits urge my challenger on!

Suddenly a thin wail comes from my challenger – he has lost a life. Aaagh! I watch, transfixed as the idiot crashes his ship again. And again. Cursing, I watch to see how suet-features is getting on – to be rewarded with the sight of his ship crashing. He looks annoyed and wastes time collecting the star-cells again. Munching a brillo pad noisily in his ear to put him off, I'm overjoyed to see another lapse in his brain-to-finger neurons, causing his ship to career into an oncoming obstacle. More time is wasted, and my challenger makes ground.

With seven minutes gone the scores are 30,500 to 34,800, and I eagerly watch to see whether my challenger can catch up. Suddenly Jarratt calls time, much to my annoyance. Could this be a possible ZZAP! ploy to put off my challenger, or is it that the loathsome cretin can't tell the time yet? I reassure my challenger, and inform him that there's still plenty of time left.

At nine minutes things are looking grim, and the stupid Stouton having built up a full 5,000-point lead. With the time running out rapidly, I'm forced to watch as my challenger is defeated. As time is called I look over to Michael's monitor to see a score of 38,250. Sailing over on a cloud of glee, the odious Glancey has great pleasure in informing me that chubby has managed 43,750 . . .

It sinks in that I have lost, and I banish my challenger from whence he came. As I return to my command module with a case of Crude Harpic to drown my sorrows I vow be back in 30 days. Next time victory will be mine. MINE . . .

THE SCORELORD'S HIGH SCORING HEROES

720° (US Gold)
214,000 Matthew Sears, Worcs
213,200 ACG, Stamford, Lincs
152,800 Alistair Crichton, Irvine, Ayrshire

ALIENS (Electric Dreams)
420,850 Tony Jones, Aberchirder, Aberdeen
236,750 Mark Mittra, Purfleet, Essex
143,500 Paresh Solanki, Forest Gate, London

ALLEYKAT (Hewson)
31,933,700 Jean-Claude Zeh, Hoenheim, France
16,298,350 Michael Lykke, Viborg, Denmark
9,770,650 Duncan Burke, Calverley, Leeds

ANTIRIAD (Palace Software)
Completed In . . .
3:04 John Green, Golcar, Huddersfield
3:06 M Gooday, Bishop's Stortford, Herts
3:07 Martin Walsh, Hayes, Middlx

ARKANOID (Imagine)
1,378,040 Falco, Cleethorpes, S Humberside
1,262,190 Jonathon Webb, Highbridge, Somerset
1,173,170 Stephen Boyce, Harrogate, N Yorks

BANGKOK KNIGHTS (System 3)
69,247 Faisal Hamid, Perth, Scotland
36,340 K Precious, Chelmsford, Essex
35,920 Alistair Crichton, Irvine, Ayrshire

BARBARIAN (Palace Software)
283,600 Grant Mundy, Stony Stratford, Milton Keynes
200,800 Jan Farmer, London SW16
160,000 Paul Griffiths, Llandudno, N Wales

BUBBLE BOBBLE (Firebird)
4,899,650 Jake E, West Bromwich, West Mids
4,539,400 Jonathon Stead, Huddersfield, W Yorks
3,905,100 Simon Bettison, Sheffield, S Yorks

BUGGY BOY (Elite)
112,550 Julian Rignall, ZZAP! Towers
110,650 Stuart Seaton, Sanquhar, Scotland
98,920 Marc Pollefeys, Belgium

COMBAT SCHOOL
249,030 Steven Packer, Chelmsford, Essex
241,890 Paul Inman, Yardley, Birmingham
178,600 N White & Kenny A, Craigentinny, Edinburgh

COSMIC CAUSEWAY (Gremlin Graphics)
431,651 Steven Phypers, Sunnyhill, Derby
353,627 Paul Garbutt, South Shields, Tyne & Wear
270,256 Paul Brown, Stockport, Cheshire

DEFENDER OF THE CROWN (Mirrorsoft)
Completed by:
April 1200 Simon Metcalfe, Carlisle, Cumbria
May 1200 Henrik Sylow, Arhus, Denmark
July 1200 A Mitchell, Huddersfield, W Yorks

GAME OVER (Imagine)
145,550 Dean James, West Bromwich, W Midlands
103,650 Nicholas Gielen, Brussels, Belgium
99,400 Mike Thomas, Caerphilly, Wales

GAUNTLET: DEEPER DUNGEONS (US Gold)

Merlin The Wizard
14,691,483 Ged Keaveney, Huddersfield, W Yorks
8,787,195 Asher Rashid, Thornaby, Cleveland
6,846,411 Lee Andrews, Leighton Buzzard, Beds

Thor The Warrior
9,965,728 Ged Keaveney, Huddersfield, W Yorks
9,835,036 Lee Andrews, Leighton Buzzard, Beds
4,678,932 David Taylor, Alvington, Glos

Questor the Elf
8,746,238 Ged Keaveney, Huddersfield, W Yorks
6,531,612 Edward O'Donnell, Hillingdon, Middx
2,497,341 Paul Cashley, Bishopston, Bristol

Thyra the Valkyrie
6,416,327 Ged Keaveney, Huddersfield, W Yorks
2,411,819 Lee Andrews, Leighton Buzzard, Beds
818,692 Paul Hollington, Hullbridge, Essex

GHOSTS 'N' GOBLINS (Elite)
920,800 Casey Gallacher, Swallowfield, Reading
897,250 Michael Thronborrow, Checkheaton, W Yorks
531,890 Christian Major, Norwich, Norfolk

GUNSHIP (Microprose)
279,985 David Mothersole, Bishops Stortford, Herts
278,785 Richard Mellor, Bridgewater, Somerset
276,990 James Wheeler, Gillingham, Kent

HADES NEBULA (Nexus)
391,197 K Precious, Chelmsford, Essex
383,200 David Theys, Schilde, Belgium
378,100 Willy Pruisman, Odoorn, Netherlands

HEAD OVER HEELS (Ocean)
98,570 Mark Mittra, Purfleet, Essex
89,300 Iain Thomson, Kilmaurs, Scotland
88,620 Ged Keaveney, Huddersfield, W Yorks

HUNTER'S MOON (Thalamus)
128,950 Julian Rignall, ZZAP! Towers
84,625 Gordon Houghton, ZZAP! Towers
32,900 Glenys Powell, ZZAP! Towers

I, BALL (Firebird)
104,040 Marc Johnson, Broughton, Chester
60,249 Edward Marshall, Haxby, York
52,389 Niel Rumbold, Bottesford, Notts

INTERNATIONAL KARATE + (System 3)
441,000 Stephen Cargill, Upminster, Essex
331,000 Jan Farmer, London SW16
263,500 Eric Watson, Berwick-on-Tweed, Northumberland

MEGA APOCALYPSE (Martech)
173,540 J Constable, Wymington, Northants
153,060 Matthew Phypers, Sunnyhill, Derby
145,569 Sean Richards, Stockport, Cheshire

METROCROSS (US Gold)
1,119,100 Matthew Raymond, Para Hills, Australia
1,117,900 Jan Farmer, London SW16
1,116,200 Matthew Sears, Worcester

NEBULUS (Hewson)
46,360 Julian Rignall, ZZAP! Towers
19,090 Damon Cleall, Harlow, Essex
19,370 Sanjay Vaghela, Rugby, Warwickshire

OUT RUN (US Gold)
53,926,680 Julian Rignall, ZZAP! Towers
51,870,560 Mike Murray, Fleetwood, Lancs
20,807,970 David Fairweather, Blackburn, Lancs

PROHIBITION (Infogrames)
$22,155 Sebastian Stephen, Victoria, Australia
$18,280 Richard Pargeter, Coventry, W Mids
$8,370 Andy Gaskell, Bootie, Merseyside

QUEDEX (Thalamus)
918 Michael Timberlake, Worksop, Notts
875 Ged Keaveney, Huddersfield, W Yorks
760 Steven Packer, Essex

RE-BOUNDER (Gremlin Graphics)
11,250,073 Craig Knight, Keyworth, Notts
2,470,584 Marc Hodge, Selby, N Yorks
1,438,372 Robin Strickland, London E1

ROAD RUNNER (US Gold)
766,580 Glenn Black, Gainsborough, Lincs
285,000 Andrew Dallyn, Braunton, Devon
282,860 Paul Dunstan, High Wycombe, Bucks

SKATE ROCK SIMULATOR (Mastertronic)
326,380 Brian Hambley, Prescot, Merseyside
288,430 Justin Cole, Huddersfield, W Yorks
239,020 Sean Walker, Melbourne, Australia

SLAMBALL (Americana)
7,462,660 Carleton Shaw, London, N10
5,801,720 C Harbinson, Rumney, Cardiff
5,504,870 Gavin Burnett, Westhill, Inverness

SLAP FIGHT (Imagine)
586,000 Matthew Viveash, Chinnor, Oxon
423,850 Mattias Lukinen, 13900 Wermdo, Sweden
214,550 Gareth Williams, Swansea, W Glamorgan

SPORE (Mastertronic)
936,428 Ian Clement, Bramhall, Stockport
901,000 Neil White, Craigentinny, Edinburgh
860,820 Colin Meikle, Craigentinny, Edinburgh

STAR PAWS (Software Projects)
587,683 Edward Yu, Raynes Park, London
468,306 Stephen Laidlaw, Leigham, Plymouth
464,314 Elvis Patel, Bradford, W Yorks

SUPER SPRINT (Electric Dreams)
962,300 Eric Watson, Berwick-on-Tweed, Northumberland
271,500 Matthew Sears, Worcs
154,900 Dean Thomas, Machynlleth, Wales

THING BOUNCES BACK (Gremlin Graphics)
3,769,925 Alan Wescombe, Swindon, Wilts
2,053,532 William Callaghan, Tipton, W Mids
1,877,555 Casey Gallacher, Swallowfield

TOY BIZARRE (Activision)
545,850 Bjorn Halen, Paipis, Finland
275,720 Michael Sharpe, Peterborough, Cambs
223,420 JD Oliver, Ipswich, Suffolk

URIDIUM + (Hewson)
575,005 Tim Goldee, No Fixed Abode
478,025 Neville Lewis, Port Talbot, S Wales
244,505 Michael Lykke, Viborg, Denmark

VIDEO MEANIES (Mastertronic)
362,103 Abid Hussain, Longsight, Manchester
250,541 Stuart Scattergood, Clwyd, N Wales
250,381 Michael Palmer, Maidstone, Kent

VOIDRUNNER (Mastertronic)
6,492,260 Richard Hawkins, Woking, Surrey
6,253,825 Grant Bannister, Luton, Beds
5,997,326 D Rice, Southgate, London

WONDER BOY (Activision)
852,210 Robert Crisafio, Queens Park, W Australia
467,540 P Sampson, Victoria, Australia
403,930 Steven Catania, Springvale, Australia

XEVIOUS (US Gold)
1,328,540 Colin Greenaway, Ballysillan Rd, Belfast
824,380 Fintan Brady, Virginia, Ireland
412,940 Matthew Ward, Bromley, Kent

ZENJI (Firebird)
29,805 Julian Rignall, ZZAP! Towers
24,300 Lawry Simm, Thornton, Liverpool
21,375 Jason Chippendale, Hall Green, W Mids

ZOLYX (Firebird)
605,681 Edward Yu, Raynes Park, London
524,318 Rob Housley, Thamesmead, London
361,725 Ade Walter, Thamesmead, London

ZYNAPS (Hewson)
212,400 Jonathon Day, Gosport, Hants
209,375 Eamonn Scanlon, CO Kerry, Ireland
198,440 Mark Andrews, Netherton, W Mids



Applications to the Scorelord should be made on a postcard or the back of a sealed envelope, and entries which contain more than three high-scores will not be accepted.

AT LAST! TAPE LOADING PROBLEMS NOW ELIMINATED WITH LOAD IT



- L.E.D. LIGHTS FOR ELECTRONIC TUNING
- PERMANENT ADJUSTING KNOB

ACHIEVES 100% LOADING SUCCESS EVEN ON THE MOST OBSTINATE TAPES

ONLY **£39.99** INC P & P

LOAD IT GIVES YOU:

★ 100% LOADING SUCCESS
★ PERMANENT HEAD ALIGNMENT ADJUSTMENT
★ L.E.D. LIGHTS FOR EASYTUNING TO OPTIMUM SIGNAL
★ GUARANTEED FOR ONE YEAR
★

NOW AVAILABLE TO ZZAP!64 AND THE GAMES MACHINE READERS. SEE OUR MAIL ORDER SECTION

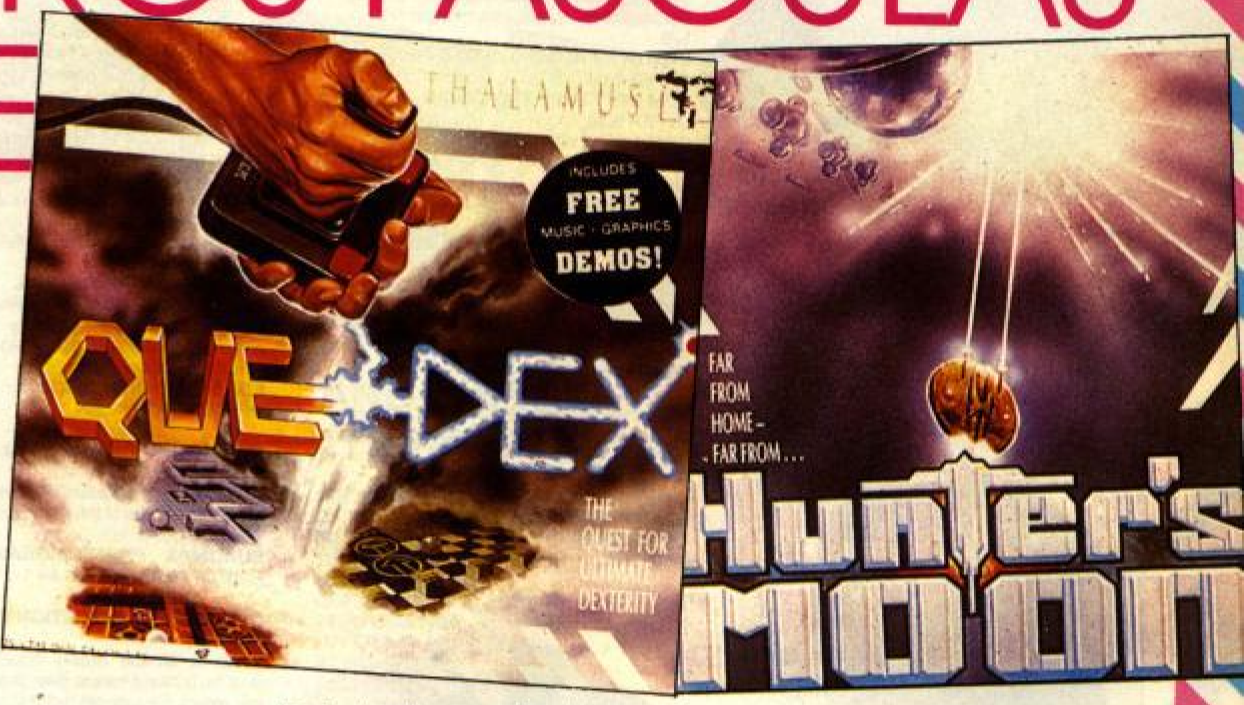
TRADE ENQUIRIES WELCOME:
MILLS ASSOCIATES LTD
WONASTON ROAD
MONMOUTH
GWENT
TEL: 0600 4611

ZZUPERSTORE

ZZUPERSTORE

Spendomania starts here. Five pages of the hottest software, the meanest joysticks and the trendiest outfits.
Whether top games software, high-tech joysticks or designer T-Shirts and caps or just simply dustprotective keyboard covers and ZZAP collecting binders, there is everything you couldn't be without. Remember, the incredibly low prices include VAT and postage & packing. If that ain't enough, take up our special offer for that extra special bit of action. You wouldn't want to miss out, would you . . .

MARTIN WALKER & STAVROS FASOULAS DOUBLE BILL!



Yes, we've done it, we've taken their two top games and combined them into a super special offer. These awfully nice guys at THALAMUS have decided to give you a big treat and are offering their two latest releases at less than half price. Everybody has their weak moments (some more often than others . . .), and it's only a matter of time before they wise up, so grab this chance before they snap out of it. You've heard of QUEDEX, you've heard of HUNTER'S MOON, now read about the POKEs, cheats and hints in this issue's ZZAP TIPS and get a headstart on the games scoring. At £7.49 (cassette version) and £10.99 (disk version) this has got to be the deal of the month. QUEDEX and HUNTER'S MOON for only £7.49 (cassette) and £10.99 (disk).

Embark on the quest for ultimate dexterity.
From the very first go, **QUEDEX** grabs you by the joystick and doesn't let go – it's one of those infuriatingly addictive games that demands constant attention. The graphics are gorgeous, the gameplay truly dextral and presentation first-class.
ZZAP! SIZZLER Nov 87

A Fabulous psychedelic blast Martin Walker's highly colourful psychedelic space shoot'em up. Stunning cellular constructions, with superlative use of colour. Martin Walker must have stretched his imagination to its limits programming **HUNTER'S MOON** – buy it and stretch yours.
ZZAP! SIZZLER Feb 88

Thalamus Special Offer
QUEDEX & HUNTER'S MOON cass OFFER 7.49, RRP 19.98, Z001C
QUEDEX & HUNTER'S MOON disk OFFER 10.99, RRP 27.98, Z001D
QUEDEX cass OFFER 4.99, RRP 9.99, Z002C
QUEDEX disk OFFER 7.99, RRP 14.99, Z002D
HUNTER'S MOON cass OFFER 4.99, RRP 9.99, Z003C
HUNTER'S MOON disk OFFER 5.99, RRP 12.99, Z003D

IF . . . you've got itching fingers, grab hold of the order form at the end of the ZZuperstore shopping section, fill out the details and send off with remittance (cheque, P/O), or with your credit card details.



Don't get shirty Jaz,

but we're offering your Zzap! designer T-shirts to all readers large and small – Medium and XX Large to be precise. 50% cotton and 50% polyester. Anyone wanting to make the Zzap! cover will have to choose from ZZAP! ZZAPING (Issue 25), WILD WARRIOR (Issue 20) and CALIFORNIA KID (Issue 29).

ZZAP! ZZAPING MEDIUM T-SHIRT OFFER 5.50,Z003M
WILD WARRIOR MEDIUM T-SHIRT OFFER 5.50,Z004M
CALIFORNIA KID MEDIUM T-SHIRT OFFER 5.50,Z005M

ZZAP! ZZAPING XX LARGE T-SHIRT OFFER 5.50,Z003X
WILD WARRIOR XX LARGE T-SHIRT OFFER 5.50,Z004X
CALIFORNIA KID XX LARGE T-SHIRT OFFER 5.50,Z005X



Either you've got the grottiest looking keyboard this side of FRACTALUS, or else you've just purchased a spiffing new one, in any case, you'll want to hide it from recriminating eyes or protect it from dust, coffee, biscuit crumbs, pixel dandruff . . . choose from some super quality covers made specially for your keyboard – chunky fudge style 64, super-slim modern 64C or 128.
CBM 64 KEYBOARD COVER
OFFER 5.00,Z007K
CBM 64C KEYBOARD COVER
OFFER 5.50,Z008K
CBM 128 KEYBOARD COVER
OFFER 5.50,Z009K

Eliminate tape loading problems with
LOAD IT
LED LIGHTS FOR HEAD ALIGNMENT TUNING
PERMANENT HEAD ALIGNMENT KNOB
Achieves 100% loading success even on the most obstinate tapes.
LOAD IT gives you:

- 100% loading success
- Permanent head alignment adjustment
- LED lights for easy tuning to optimal signal
- Guaranteed for one year

Approved by leading software houses
LOAD IT CASSETTE DECK
OFFER 39.99,Z011H



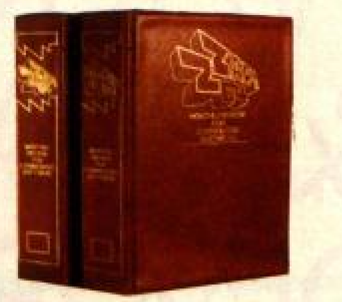


Jaz a moment,

order a blue ZZAP! 'baseball' style cap with white embossed ZZAP! logo and adjustable strap to ensure one size fits all. Go on, make that CAPital investment.

ZZAP! CAP OFFER 3.95,Z006C

Have you got a **BIND**ing relation with your favourite computer mag? Give it the best possible care and chain, gag and strap it into our delicious looking maroon binder with gold logos. Each binder comes with a plastic 'year' sticker to identify the 'vintage'.
ZZAP! BINDER
OFFER 4.50,Z010B



Don't let those aliens get at you – arm yourself with a brand new joystick and save the galaxy
KONIX SPEEDKING
The joystick that actually fits your hand, with a fire button angled for your trigger finger to ensure accurate high-speed action. Solid steel breakproof shaft with neat clicking sound for every precision move you make.
KONIX SPEEDKING
OFFER 10.99,RRP 11.99,Z012H



EUROMAX PROFESSIONAL
High durability, rapid response and ultra sensitive movement accuracy from this advanced ergonomic design. Ideal for left or right hand play. 1.5m cord
EUROMAX PROFESSIONAL
OFFER 15.95,Z013H

EUROMAX PROFESSIONAL AUTO-FIRE
All the quality of standard professional, with the added bonus of the Auto Fire option for when the going gets tough!
EUROMAX PROFESSIONAL AUTO-FIRE OFFER 18.95,Z014H

DYNAMICS COMPETITION PRO 5000 (Normal)
Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control and longer life. Extra long 1.5m cord
DYNAMICS COMPETITION PRO 5000 (Normal)
OFFER 13.50,RRP 14.95,Z015H



DYNAMICS COMPETITION PRO 5000 (Clear)
The designer joystick has arrived! All the features of the Normal PRO 5000 but with the added thrill of its unique see-through casing which offers a tantalising peek at the high tech innards and guarantees no aliens in the works.
DYNAMICS COMPETITION PRO 5000 (Clear)
OFFER 14.00,RRP 15.95,Z016H

RAM DELTA
The unusual 'delta' shape allows for either tabletop or handheld alien zapping. Smooth, accurate action, two fire buttons and Auto-Fire should prevent any alien force from taking over the universe. RAM is so impressed with its reliability, they will provide a two year warranty (alien force damage excluded . . .).
RAM DELTA OFFER 9.99,Z017H



HIGHLY RECOMMENDED SOFTWARE

Order any of the highly recommended games below or any other fabulous, current software with our MEGACHOICE special offer facility (details in box!).











GOLD MEDAL
PROJECT STEALTH FIGHTER, Microprose
Microprose's state-of-the-art jet combat simulator. 'There's just so much depth and playability to this that any flight simulator fan with a disk drive and twenty quid to spare would be crazy not to buy.
PROJECT STEALTH FIGHTER disk,
OFFER 15.95,RRP 19.95,Z018D

ZZAP! SIZZLERS
4TH & INCHES, US Gold
Exciting grid-iron action in Accolade's superb American football simulation. 'The effect of ten opponents thundering down on your man in possesion is brilliant!''I found myself screaming at my red player in possesion of the ball, desperately trying to urge him on as eleven blue shirts came hurtling after him!'
4TH & INCHES disk
OFFER 11.99,RRP 14.99,Z019D
4TH & INCHES cass
OFFER 7.99,RRP 9.99,Z019C

STRIKE FLEET, Electronic Arts
Lucasfilm's absorbing simulation of contemporary naval warfare.
'The atmosphere generated is tremendous – you get completely wrapped up in the proceedings as you escort oil tankers through the gulf, avoid direct conflict with Iranian gunships and partake in some possible World War III scenarios'. 'If you think combat simulations aren't very exciting, just try fending off three incoming missiles, a circling Mirage and a handful of speedy gunboats all at the same time!'
STRIKE FLEET disk,
OFFER 11.95,RRP 14.95,Z020D

HIGHLY RECOMMENDED
THE TRAIN, Electronic Arts
The interactive war movie based on the superb 1966 Burt Lancaster film. 'The action is very much in the DAMBUSTERS and ACE OF ACES mould, but this time the player drives a train across wartime France. THE TRAIN is a very absorbing and entertaining action game – catch it.
THE TRAIN disk
OFFER 11.95,RRP 14.95,Z021D
THE TRAIN cass
OFFER 7.95,RRP 9.95,Z021C

TRAZ, Cascade
Continuing the great BREAKOUT tradition, TRAZ stands for Transformable Arcade Zone.'Frantically juggling nine balls with two horizontal bats and two vertical bats is a real laugh'. 'TRAZ is more than just a customised clone: it's a superb game in its own right.
TRAZ disk
OFFER 11.95,RRP 14.95,Z022D
TRAZ cass
OFFER 7.95,RRP 9.95,Z022C

DAN DARE II, Virgin Games
That role model of a hero is back again to thwart the evil Mekon's plans. 'I defy anyone to play for half an hour or so and not come away feeling totally exhausted! If you ever wondered just what was capable with only 16 colours on screen, take a look at this.'
DAN DARE II disk
OFFER 10.40,RRP 12.95,Z023D
DAN DARE II cass
OFFER 7.20,RRP 8.95,Z023C

SOKO-BAN, Mirrorsoft
'If you're a brain-squeezing puzzle freak with nothing to do, SOKO-BAN should keep you happy'. 'The designers have done a terrific job in creating some of the most sickest puzzles I've seen'.
SOKO-BAN disk
OFFER 10.44,RRP 12.99,Z024D

REVENGE OF DOH, Imagine
See for yourself, read the review in this issue.
REVENGE OF DOH cass
OFFER 7.20,RRP 8.95,Z025C

FANCY . . . a spending spree, then grab hold of the order form at the end of the ZZuperstore shopping section, fill out the details and send off with remittance (cheque,P/O), or with your credit card details.

AND THEN THERE'S

PREDATOR, Activision
OFFER 7.99,RRP 9.99,Z026C
FIREFLY, Ocean
OFFER 7.20,RRP 8.95,Z027C
BLACKLAMP, Firebird
OFFER 7.20,RRP 8.95,Z028C
CORPORATION, Activision
OFFER 7.99,RRP 9.99,Z029C
RIMRUNNER, Palace
OFFER 7.99,RRP 9.99,Z030C
PLATOON, Ocean
OFFER 7.95,RRP 9.95,Z031C
TETRIS, Mirrorsoft
OFFER 7.24,RRP 8.99,Z032C
IKARI WARRIORS, Elite
OFFER 7.99,RRP 9.99,Z033C

BUDGET RANGE

ORDER FOUR GAMES IN THE £1.99 RANGE AND PAY FOR THREE (£5.97 PAYMENT TOTAL) – A SAVING OF £1.99!
ORDER FOUR GAMES IN THE £2.99 RANGE AND PAY FOR THREE (£8.97 PAYMENT TOTAL) – A SAVING OF £2.99!
JUST FILL IN THE NAME AND PUBLISHER OF THE FOUR GAMES REQUIRED AND THE PAYMENT TOTAL OF £5.97/£8.97 (DON'T USE THE OFFER PRICE TABLE)

THE MEGA CHOICE:

*APART FROM OUR HIGHLY RECOMMENDED GAMES LIST, YOU CAN ORDER **ANY GAME** RELEASED BY THE MAJOR SOFTWARE HOUSES TO DATE ON CASSETTE OR DISK.*

OUR OFFER PRICES ARE VALID FOR ANY FULL-PRICED GAMES AND INCLUDE FIRST CLASS POSTAGE AND PACKING – NO OTHER EXTRA CHARGES
LOOK UP THE PRICE OF EACH GAME IN THE OFFER TABLE, ENTER THE OFFER PRICES ON THE ORDER COUPON, THEN ADD THEM UP.
ORDERS FOR TITLES WHICH ARE NO LONGER IN DISTRIBUTION WILL BE RETURNED.
YOU WILL BE REGULARLY NOTIFIED OF ANY DELAYS CAUSED BY LATE RELEASES.

SOFTWARE OFFER PRICE TABLE

RRP	OFFER	SAVE
4.99	**3.99**	1.00
5.95	**4.74**	1.20
7.95	**6.40**	1.55
7.99	**6.44**	1.55
8.95	**7.20**	1.75
8.99	**7.24**	1.75
9.95	**7.95**	2.00
9.99	**7.99**	2.00
12.95	**10.40**	2.55
12.99	**10.44**	2.55
14.95	**11.95**	3.00
14.99	**11.99**	3.00
19.95	**15.95**	4.00
19.99	**15.99**	4.00
23.00	**18.40**	4.60
24.95	**19.95**	5.00
28.95	**23.15**	5.80
29.95	**23.95**	6.00
34.95	**27.95**	7.00

HOW TO ORDER:

WRITE REQUIRED GAME(S) ON ORDER LIST.
IF OFFER PRICE NOT INDICATED,CHECK IN AD OR REVIEW FOR CORRECT RECOMMENDED RETAIL PRICE (RRP).
LOOK UP SPECIAL OFFER PRICE AND WRITE ON ORDER FORM.
ADD UP TOTAL AND ENCLOSE CHEQUE OR POSTAL ORDER OR ALTERNATIVELY USE ACCESS/VISA FACILITY (DON'T FORGET TO INDICATE EXPIRY DATE!).
REMEMBER:
INCOMPLETE ORDER FORMS WILL BE RETURNED, SO DON'T FORGET MEDIA,SHIRT SIZE,EXPIRY DATE ETC . . .

PLEASE RING (0584) 5620 IF IN DOUBT!

PRICES VALID FOR UK/EIRE/ EUROPE ONLY.
FOR OVERSEAS ORDERS PLEASE ADD £2.00 PER ITEM FOR AIR MAIL DELIVERY

DELIVERY:

NOT ALL LISTED PRODUCTS WILL HAVE BEEN RELEASED AT PRESS TIME.
GOODS WILL BE DESPATCHED AS SOON AS POSSIBLE. CUSTOMERS WILL BE INFORMED OF ANY LONG DELAYS.

SUBS OFFER

CHUCK in your coins for an incredible twelve issues of excitement . . .

ELECTRONIC ARTS **are using advanced tactics to enroll you into an elite and exclusive team of top arcade fighters, the incredible** ZZAP! SUBSCRIBER SQUADRON.

Sign up for a 12 months subscription to ZZAP! and get a free cassette copy of CHUCK YEAGER'S ADVANCED FLIGHT TRAINER **or any one of the other free Electronic Arts games on offer.**

Keep abreast of the latest Commodore software news and reviews and make sure you get your advanced copy of ZZAP! ahead of the crowd. At £18.00 (mainland UK) and the bonus of a free Electronic Arts game you can't really join the wrong force.

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER
Experience incredible high speed aerial action with Electronic Art's flight training program. The programmer has achieved a small miracle in producing the fastest solid 3D graphics ever seen on the humble C64. Ten different viewpoints, 14 types of aircraft and 9 stage zoom up to 256 times magnification. A must for Flight Sim fans. A ZZAP! Sizzler.

PHM PEGASUS
Strategy shoot-'em-up for hardcore action simulation fans. Take the command of a Boeing Marine Systems' Patrol Hydrofoil Missile Craft and track and blast enemy ships in up to eight different scenarios.

SKATE OR DIE
Superb skateboard action in Electronic Art's Sizzling simulation. SKATE OR DIE has some of the most realistic animation and believable backdrops encountered on the C64. The figure rotates through sixteen different positions. The downhill race through the park is a visual treat and the title music score is Rob Hubbard at his best. High jump, freestyle and downhill race, everything a skate freak would hope for.



DEMON STALKERS
The multi-directional scrolling dungeon arcade adventure with 100 levels and option to construct your own. Calvrak's lair is teaming with five different monsters and maintaining health and direction requires strategic use of helm, belt and wand. The clue-scrolls add a twist to the action. For fans of the GAUNTLET genre.

BACK NUMBERS

*BACKISSUES*BACKISSUES*BACKI*
*BACKISSUES*BACKISSUES*BACKI*
*BACKISSUES*BACKISSUES*BACKI*

No 4 August 1985

No 5 September 1985

No 8 December 1985

No 12 April 1986
116 pages! Three Sizzlers! 1985 ZZAP! Readers Award's Results! Mindsmear Preview! Wild Sounds from your 64 - Datel Digidrum AND Sound Sampler reviewed! ZZAPBACK! More fabulous Compunet art!

No 13 May 1986
116 pages! Alter Ego Gold Medal! Two Sizzlers! The Daily Llama - Diary of Minter! Infocom Interview Part 1! Palace Software Interview! Mindsmear Confession! ZZAP-BACK! Imagine Interview! Index for Issues 1-12!

No 14 June 1986
124 pages! Spindizzy Gold Medal! SIX Sizzlers! Infocom Interview Part 2! Steve Evans Interview!

No 15 July 1986
124 pages! Leader Board Gold Medal! FOUR Sizzlers! Budget Reviews Bonanza! Euromax's Mouse and Cheese! More Daily Llama - Minter Diary! CRL Previews!

No 16 August 1986
116 pages! Four Sizzlers! Controversial Musician's Ball Interview! Vidcom Art Package Reviewed! Daily Llama - Minter Diary! ZZAP-BACK! Terminal Man - Final Episode!

No 17 September 1986
124 pages! TWO Gold Medals! Ghost'n'Goblins! GAC! FIVE Sizzlers! The Musician's Other Ball - Commodore's Music Expansion System Reviewed! Daily Llama - Conclusion of the Minter Diary! Masterblaster III! Software Cuties Special! Uchi Mata Preview! ZZAPSTICK! Chris Butler interviewed! ZZAP-BACK!

No 18 October 1986
116 pages! FIVE Sizzlers! Two Readers Battle in the Challenge! Greg Barnett interviewed! More Compunet art!

No 19 November 1986
148 pages! World Games Gold Medal! FIVE Sizzlers! Delta Four Interview! ZZAPSTICK! John Twiddy Interview! ZZAPBACK!

No 20 December 1986
180 pages! TWO Gold Medals! The Sentinel! BoulderdashSizzlers! Firebird's fabulous Microrhythm Drum Kit reviewed!

No 21 Xmas Special 1986/87
196 pages! ONE Sizzler! Denton Designs Revisited! Desert Island 5.25'! Rockford's Round-Up! Tamara Knight - Part 1! ZZAP! Scrapbook! page 202!

No 22 February 1987
132 pages! Over FIFTY Pages of Reviews! FIVE Sizzlers! Kele-Line Profile!

No 23 March 1987
116 pages! TWO Sizzlers! Portal 'Review'! Sensible Software interviewed! 1986 ZZAP! Reader's Awards Results! The Andrew Braybrook Diary - Mental Procreation Part 1!

No 24 April 1987
116 pages! ONE Sizzler! SIX Pages of Coin-Op Reviews! Jarratt joins!

No 25 May 1987
116 pages! An Almost Full-Colour Issue! TWO Sizzlers! Crucial Compilations Comparison! Fantastic Oli Frey Pull-Out Poster! Impossible Mission Past Blaster! Index for Issues 13-24!

No 26 June 1987
100 pages PLUS SAMPLER CASSETTE! TWO Sizzlers! ZZAPBACK! The Terminal Man II - Episode 1! A Hitchhikers Guide to Douglas Adams! Oink's Curly Tale!

No 27 July 1987
116 pages! THREE Sizzlers! Arcades Analysed! Philippa Irving's Manoeuvres - The Beginning! The Nintendo Console! American Football Round-Up!

No 28 August 1987
116 pages! Penn leaves! ONE Gold Medal! Head Over Heels! THREE Sizzlers! Behind the Scenes of the Living Daylights! The Mini Office II! The Zzaptionnaire Results! ZZAP! 16 - The C16 scrutinised!

No 29 September 1986
124 pages! Brennan begins! ONE Gold Medal! California Games! FOUR Sizzlers! The Sega Console! The End of Tamara Knight! ZZAPBACK! Raster Interrupts De-Mystified!

No 30 October 1987
132 pages! ONE Gold Medal! Bubble Bobble! THREE Sizzlers! THREE Silver Medals! The Advanced OCP Art Studio! Mental Procreation - The End of the Line! Mel Croucher and PBM - The Beginning! Arcades Analysed! First Part of Shoot'em Up History!

No 31 November 1987
148 pages! THREE Sizzlers! Final Part of Shoot'em Up History! Accolade's Comics! RPG's Scrutinised! Combat Zone! Microprose Feature! Ubik's Music!

No 32 December 1987
164 pages! THREE Gold Medals! THREE Sizzlers! 16-bit Special! Predator Film Expose! PCW Show Report!

No 33 Xmas Special 1987/88 (January 1988)
196 pages! EIGHT Sizzlers! A Day At The Arcades! Crucial Compilations! Cover Art! Fabulous Giant Poster! A Musical Interlude! A Sensible Guide To Construction!

No 34 February 1988
108 pages! FOUR Sizzlers! Flying Tonight! Predator Pull-Out Poster! A Sensible Guide To Construction Part II! Amiga Action! Glenys' Results!

ZZUPERSTORE

ORDER FORM

I want to join the army of ZZAP! readers and receive my free cassette copy of Electronic Arts'game (normally £9.99).
If I've already got a ZZAP! subscription, and it is running out soon I extend it for a further twelve issues – and still get a free cassette.
If I am a current subscriber, but do not wish to extend my subscription, I can still get a cassette for an amazing £5.49 – a special subscribers reduction of £4.50!

Please tick the appropriate box:

- ☐ **I enclose £18.00 for a new ZZAP! subscription mainland UK**
- ☐ **I enclose £25.00 for a new ZZAP! subscription outside mainland UK – surface**
- ☐ **I enclose £38.00 for a new ZZAP! subscription outside Europe – Air mail**
- ☐ **I enclose £5.49 for the special subscriber cassette offer.**
- ☐ **I am a new subscriber**
- ☐ **I am an existing subscriber. My subscription number is** ☐☐☐☐☐☐☐☐

Please send me:

- ☐ **CHUCK YEAGER'S ADVANCED FLIGHT TRAINER**
- ☐ **PHM PEGASUS**
- ☐ **SKATE OR DIE**
- ☐ **DEMON STALKER**

EARLY WARNING:

If you wish your sub to commence with Issue 38, we must receive your coupon no later than 20th April. Please allow 28 days for your free game.

*ACKISSUES*BACKISSUES*BACKISSUES*BACKIS*
*ACKISSUES*BACKISSUES*BACKISSUES*BACKIS*
*ACKISSUES*BACKISSUES*BACKISSUES*BACKIS*

No 35 March 1988
116 pages! ONE Gold Medal! ONE Sizzler! Another Day At The Arcades Part III! Valentine's Day Pull-Out Poster! The Future Of Computers - A look at Sci-Fi Films! Electronic Imagery - Digital Pictures Interview!

No 36 April 1988
116 pages! TWO Sizzlers! 16 page Amiga supplement! ZZAP! Reader's Awards Results! Walker's Way - New Diary of a Game series! Budget Test!

No 36 March 1988
116 pages, THREE Sizzlers! Super 16 page PULL-OUT AMIGA SPECIAL, 1987 Readers Awards Results, Return of the ZZAP! Challenge

NORMAL BACK ISSUES £1.20 (Inclusive P&P)
XMAS SPECIALS £1.95 (Inclusive P&P)
OVERSEAS PLEASE ADD £0.80 TO ABOVE PRICES
SPECIAL QUANTITY DISCOUNT:
Order any four Issues and knock 40p off the TOTAL COST.
Order any five Issues and knock 20p off EACH ITEM.

Please supply the following BACK NUMBERS **(Circle required items):**

4, 5, 8, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 36

The Special Software Discount Offer Prices only apply to recommended retail prices for software, not to already highlighted, discounted special offers, hardware and other goodies. No other discounts may be applied.

CODE	*ITEM*	*MEDIA*	*PRICE*
	TOTAL		
	SUBS TOTAL		
	BACKISSUES TOTAL		
	ORDER TOTAL		

Please use BLOCK CAPITALS

Name ....

Address ....

....

....

.... Postcode ....

Please make cheques/postal orders payable to **ZZAP!** It is best to avoid sending cash payments. Please DO NOT enclose ANY order with mail to the EDITORIAL side of the magazine as this will result in DELAYS! Send your orders to the address below.

☐ I enclose a cheque/p.o. for £ ☐

☐ I wish to pay by **VISA/ACCESS** (Delete as appropriate)

Please debit my VISA/ACCESS ACCOUNT £ ☐

Please charge my account No: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry Date ____________ Signature ____________

Access VISA

SEND THIS FORM TO
ZZAP! ZZUPERSTORE, PO BOX 20, LUDLOW, SHROPSHIRE SY8 1DB

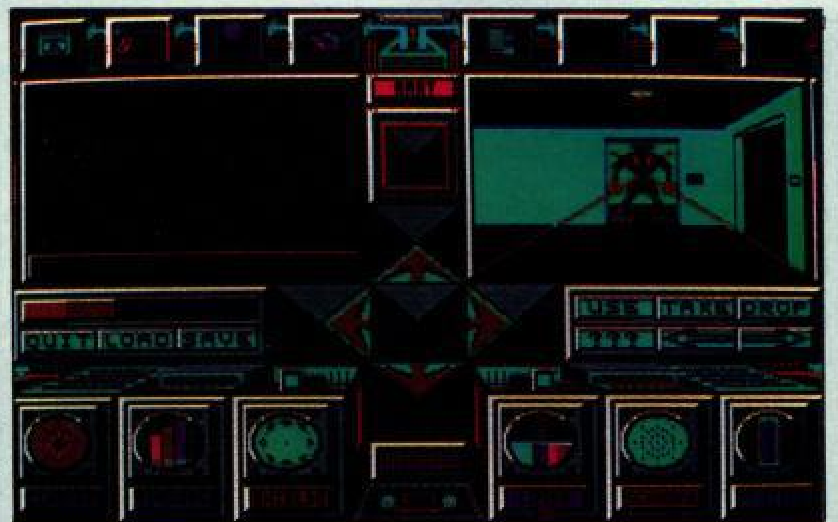
COMING SOON TO AN AMIGA NEAR YOU

This month's crop of Amiga goodies has thrown up the usual blend of the brilliant and the bad. Most are upgraded 8-bit programs, but there is one 16-bit game – Microdeal's *Slaygon*. The player controls the eponymous multi-tasking mega machine and infiltrates the Cybordynamics Laboratory facility to destroy a new strain of toxic virus.

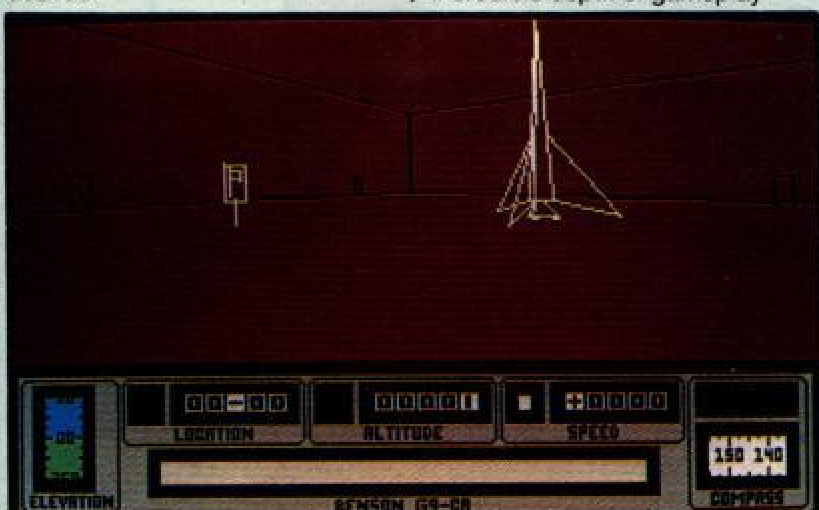
Unfortunately, the promising scenario and presentation are marred by bland gameplay and jerky graphical movement: the concept is laudable enough, but its execution leaves much to be desired.

Initially scheduled for release across all formats, *Battleships* is now only available on the Amiga and Atari ST. Elite's conversion of the classic pen and paper game claims the advantages of a computer opponent and graphics; even so, the lack of overall variety means that it's basically a very expensive way of enjoying a very simple game.

Two Novagen products – *Mercenary* and *Backlash* – contain much more entertaining action. *Mercenary* is a direct conversion from the 8-bit machines, but its superfast 3D vector graphics and incredible depth of gameplay make it immediately compelling. Comprising as much excitement as most available flight simulators, a detailed scenario and multiple ways of finishing the game, it's a must for all Amiga owners.



► A labyrinthine passage to danger in Microdeal's dissatisfying exploration game



► ***Mercenary*: superfast vector graphics and the same engrossing action as its 8-bit predecessors**

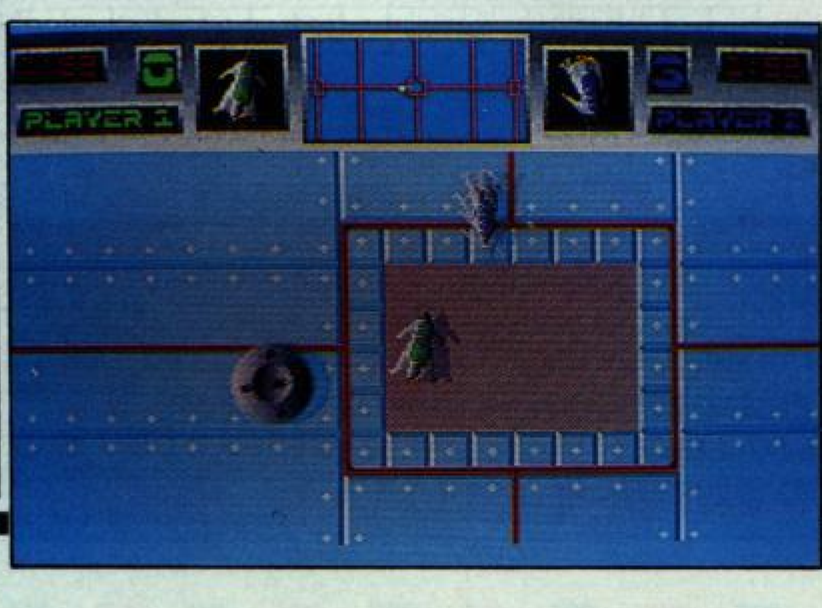
Based on the series of 1930s speed races, Activision's *GeeBee Air Rally* launches the *Pole Position* format into the skies: competing against other racers, a group of courses is completed for points. However, the innovation of being able to move vertically as well as sideways is nullified by the lack of graphical variety and ease of gameplay. It's reasonable, but it won't hold interest for long.

Drawing its inspiration from the classic *Encounter*, *Backlash* is a vast improvement both in graphics and playability. The atmospheric and subtle use of colour and incredibly fast filled-in 3D graphics

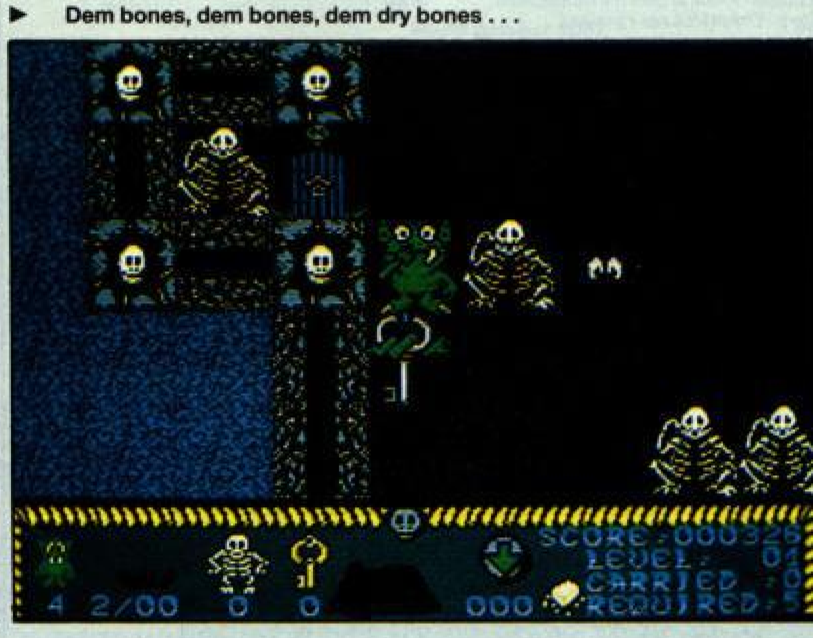


► **Elite's long-awaited pen 'n' paper conversion at last finds a home on the 16-bit machines**

► ***Blastaball*: *Hyperbowl* as seen through Amiga-tinted spectacles**



► **Dem bones, dem bones, dem dry bones . . .**





complement the decent sound effects. The action is rapid, continuous and addictive, and the whole package is only let down by the inappropriate title track . . .

The final three games this month are all directly drawn from the Commodore 64. *Blastaball* is an Amiga 'budget' rendering of *Hyperbowl*, which in turn is a hi-tech version of the classic *Crossfire* board game. However, even though it's available at a budget price, the lack of diversity and predictable gameplay outweigh any addictive qualities.

Bone Cruncher's appealing scenario and characters have been seen on most formats, but the game is basically a glorified *Boulderdash* clone without the simple addictiveness. Nevertheless, it's the only decent Rockford emulator on the Amiga, so it could be worth a look.

Last, but by no means least is the addictive budget program, *Joe Blade*. The basic scenario of deactivating six bombs within a huge terrorist complex is made appealing by its attractive presentation. Cartoon quality graphics and squat toy soldiers make this simple shoot and search game one to look out for.

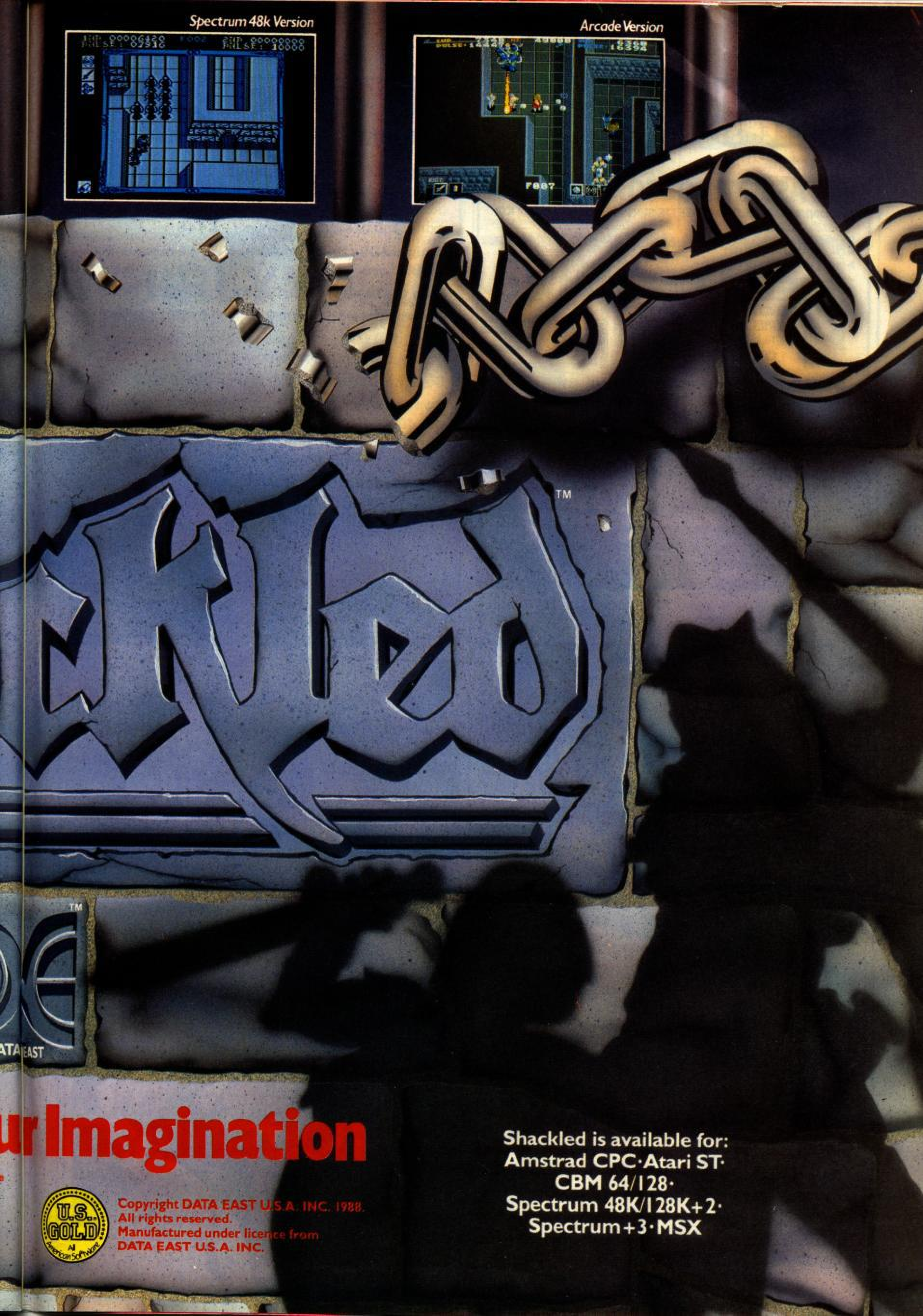
▲ **Everyone's favourite budget hero makes a successful leap to the bigger machines**

▼ **An example of the impressive still-shots masking the mediocrity of this unimpressive race game**





Atari ST Version
1UP 00003260
PULSE: 04901
HI: 00050000
2UP 00000000
PULSE: 10000
DATEAS
Unchain your
Your friends are prisoners within the mysterious castle. Release the fetters that bind them and chain them to yourself; only then can you make your escape. Release as many as you can for their predicament is dire, though the more you have on your chain the slower your progress will be! Defend yourself with a choice of 8 different weapons! Battle your way through 112 stages of gripping continuous action! Defeat your foes, rescue your friends, escape from every stage; only then is freedom yours!



Spectrum 48k Version
Arcade Version
TM
ATA EAST
ur Imagination
U.S. GOLD
Copyright DATA EAST U.S.A. INC. 1988.
All rights reserved.
Manufactured under licence from
DATA EAST U.S.A. INC.
Shackled is available for:
Amstrad CPC·Atari ST·
CBM 64/128·
Spectrum 48K/128K+2·
Spectrum+3·MSX

SPY VS SPY THREE

This month's mega-news, deserving of its own little section, is the release of all three *Spy vs Spy* games on one compilation, produced under licence from First Star Software Inc by Databyte. *Spy vs Spy* (one of Jazza's all-time faves) features simultaneous two-player action, hand-to-hand combat and booby traps, with enough zany action to satisfy any active madcapper. *The Island Caper* includes sword fights, shark attacks and coconut bombs, and *Arctic Antics* completes the series with snowball fights and a large arsenal of traps and tricks. A must for fun-lovers and pleasure seekers everywhere, it's definitely not one to miss: £9.95 on cassette and £14.95 on disk.

WHIRLYNURDS



At a recent Microprose promotional function at Stamford Airport in Gloucestershire, two members of the ZZAP! team received more than they bargained for . . . Yes, that ever cuddly couple, Jaz 'n' Glenys, were spotted spinning around in a Gazelle helicopter along with other computer hacks. A stomach-turning, gut-wrenching, heart-stopping time was endured by all . . .

AMULATOR – LATEST



In last months ZZAP! we ran a well-over-the-top report on the *Amulator* (the 'Amiga Emulator' for the 64). Well, although it's a nice idea (and sensibly priced too, we thought) we're afraid it doesn't exist – nope, it was just another one of our April Fools. If you were taken in, you weren't alone. Those who rang the office in an attempt to get in touch with 'manufacturers' Blue Tec, included Panasonic, RAM Electronics and our very own ads manager, Roger Bennett!

Just for the record, the *Amulator* was built of a Spectrum Currah Microspeech unit, a Datel Sound Sampler and an Amstrad RS232 interface, all held together with Blu-Tack (hence the company's name, Blue Tec). Adding that extra hi-tech look was an old ribbon cable, a couple of jack sockets and a cut up joystick lead. The workbench screen was a mock-up, taken from a demo by Allanon (it was featured in ZZAP! Issue 31, page 97).

If anyone would like to win the unique *Amulator* (and a nice conversation piece it is too), just write in and tell us what were ZZAP!'s two previous April Fools. Answers on the back of a postcard please, and send them to **Amulator Comp, PO Box 10, Ludlow, Shropshire, SY8 1DB** to arrive before May 6th. The first person drawn out of a bag will be sent the fabulous non-singing non-dancing *Amulator*!

CURRENT CRUCIAL COMPILATIONS

News of three more all-new compilations has recently winged its way to this hallowed office, courtesy of Gremlin Graphics, Elite and Ocean.

Gremlin's *10 Great Games II* consists of a mixture of good and indifferent releases, many reviewed in the last six months. The games are as follows: *Bulldog* (60%, Issue 21), *Mask* (63%, Issue 33), *Auf Wiedersehen Monty* (46%, Issue 26), *Samurai Trilogy* (29%, Issue 27), *Convoy Raider* (28%, Issue 29), *Jack The Nipper II* (72%, Issue 33), *Basil The Great Mouse Detective* (77%, Issue 33), *Death Wish III* (64%, Issue 29), *Thing Bounces Back* (86%, Issue 28) and *Re-Bounder* (90%, Issue 29). Phew! If you must have this miscellany of the magnificent and the mediocre, rush down to your local software shop and pay £9.99 for the cassette or £14.99 for the disk.

Volume III of the *Hit Pak Six* series is a reasonable enough package, although some of its contents are getting on a bit now. The goodies included are as follows: *Enduro Racer* (16%, Issue 27), *Ghosts 'n' Goblins* (97%, Issue 17), *Dragon's Lair* (69%, Issue 17), *Paperboy* (44%, Issue 22), *Escape from Singe's Castle* (90%, Issue 22) and *The Living Daylights* (57%, Issue 29) and costs £9.99 (cassette) or £14.99 (disk).

And now for the penultimate anthology of oldies-but-goldies. Modestly entitled *We Are The Champions*, Ocean's latest compilation offers three hits plus two: *IK+* (93%, Issue 31), *Barbarian* (87%, Issue 27), *Renegade* (90%, Issue 31), *Super Sprint* (58%, Issue 32) and *Rampage* (62%, Issue 33). If you can't contain yourself, go to your software stockist and demand this compilation at £9.95 on cassette and £14.95 on disk.

SUMMER GAMES III: EPYX' REVENGE

The second item of red-hot news from Epyx (see the previews for the article on the forthcoming *Winter Games II*), is the planning of the tentatively titled *Summer Games III*. Its release date is to coincide with the Olympics, and it's to comprise eight events, including diving, cycling, hurdles, swimming and the pole vault. More news as and when . . .

DISSECTING OPERATION WOLF

Ocean have recently announced their acquisition of the licence for the smash-hit Taito arcade sensation, *Operation Wolf*. Ideologically unsound but incredibly addictive, the arcade game features 3D first-person perspective action as you attempt to rescue hostages in a variety of scenarios, ranging from the enemy communications camp to jungle villages. All hostile soldiers and small animals can be legitimately shot, but you're rewarded for avoiding innocent civilians. Obviously the conversion won't have the advantage of a cabinet mounted machine gun, so we'll have to wait and see whether or not Ocean can reproduce the dramatic chords and explosive, rapid-fire action of the original.

PREVIEW

COMING SOON TO A MONITOR NEAR YOU

ECHELON

The figureheads of Access Software Incorporated, Bruce and Roger Carver, have received critical acclaim for their previous programs, all of which have proved extremely successful. However, within two months of its release in the US, their new game sold in excess of 50,000 units – outstripping even *Leaderboard* for initial sales.

Set in the 21st Century, *Echelon* casts the player into a combat/adventure simulation, displayed using *Mercenary*-style vector graphics, developed by Brent Erickson of Atari ST *Tenth Frame* and *Leaderboard* fame. Depending upon the complexity of the images, the update runs at between two and ten frames per second; however, even when running at its fastest rate it still contains plenty of on-screen detail.

Taking control of a C-104 Tomahawk, the player is sent on a two-pronged mission of intrigue and danger to the planet Isis. The primary objective is to find the pirate stronghold in Patrol Zone 106, a task which involves much searching, and many dogfights with pirate vessels.

The Zone is set over 36 regions, each of which is loaded individually – the tape version supports a small routine allowing the player to find the tape counter readings for each section before playing. The landscape contains many features, such as rivers, roads, bridges and buildings; exploration reveals the discovery of up to 240 detailed artifacts, many of which bear clues to the location of the pirates' base. The area also includes a series of obstacle courses, target ranges and training exercises to allow familiarisation with the handling of the ship.



► *Echelon*: incredible depth and superfast 3D graphics combine to promise the hottest game since *Mercenary*



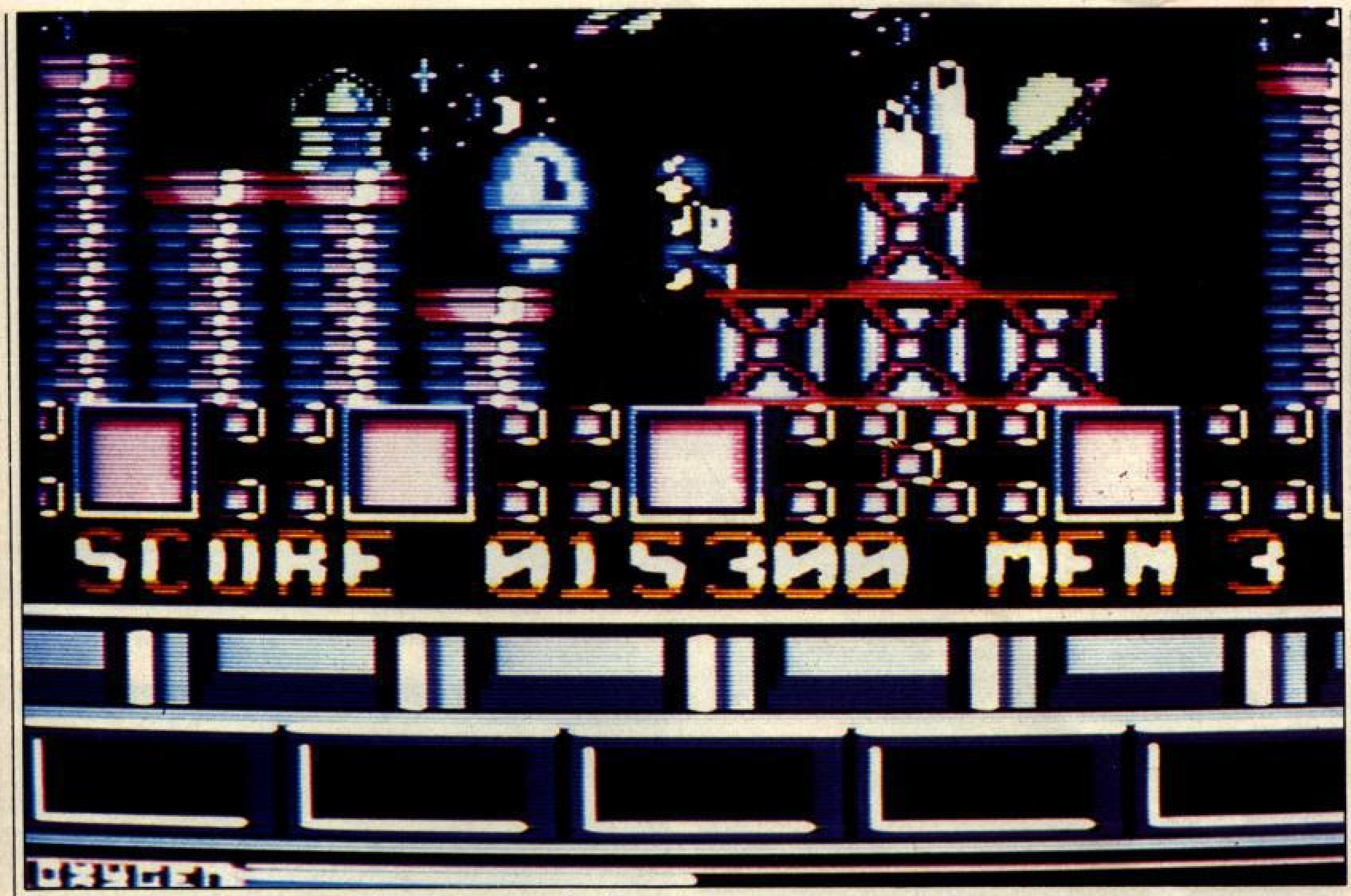
► Still shots just don't do the game justice . . .

Since the C-104 relies on the joystick and fire button for directional and speed controls, the ship's lasers are operated from the keyboard. To facilitate ease of play, the American *Echelon* is bundled with the 'Lipstik' – a headset incorporating a voice-activated switch for weapon control which plugs into port 2. The British version is to be sold on its own, but US Gold promise that the Lipstik will be available from them separately.

Echelon has taken one and a half years to program from design to finished product, and takes up two sides of a disk, including 40K of sprite artifact data and 80K of source and processor code. It's at least twice as large as any previous Access game and looks set to take Britain by storm . . .

► *Echelon*'s digitised loading screen





▶ **Promising platform and shoot 'em up action: *Northstar***

Coming soon from Gremlin Graphics is *Northstar*, already a hit on the Spectrum (it was awarded a CRASH Smash). A huge, mysterious space station is in orbit around the earth, designed to solve the problems of starvation and overpopulation. However, as it is nearing completion, aliens invade the complex and switch off the life support systems – and all contact with it is lost. Equipped with implanted oxygen converters and a short-distance lance, the player annihilates all enemies and reactivates the station. As you can see from the screenshot, it looks impressive enough; whether or not the gameplay lives up to this standard, we'll find out next month.

Two imminent games from Ocean look set to take graphical standards on the Commodore to new limits. In *Target Renegade* – the successor to the ZZAP! Sizzler, *Renegade* – the player is trapped in an urban precinct, surrounded on all sides by gangs of vicious thugs. Survival is imperative as you fight a path through the precinct, its car parks and back alleys, and through a community of villainous skinheads, Beastie Boys and bouncers. Once all these hyperactive hooligans have been hacked to an early grave, Mr Big himself has to be confronted in the final showdown. What the

▶ ***Gutz*: only for those with the stomach to face stern opposition**



Special FX have announced the release of their first game since the successful *Firefly*. The scenario of *Gutz* places you in the digestive system of an ugly, ravenous, ten million tonne mega-being the size of a small moon. Realising that you were a mere starter, and that the enormous creature is on its way to earth for the main course, you decide to do something about it. Fighting off ravenous antibodies, the player gains access to the monster's internal workings to shut them down. After that, a special anti-monster megablasting weapon is built in order to breach the defensive doors . . . First impressions weren't particularly favourable, but next month we'll bring a full and objective review.

▶

screenshot doesn't reveal is the super-smooth sprite animation; watch out for a full review next issue!

The second impending release is *Vindicator*. Boasting some superbly drawn and animated sprites, it's a multiload game comprising vertically and horizontally scrolling shoot 'em up action. Ground emplacements and enemy installations are mercilessly bombed for points before the action switches to a *Commando* style viewpoint, involving the annihilation of all manner of enemies and their robots. Watch this space for more news as and when we have it.

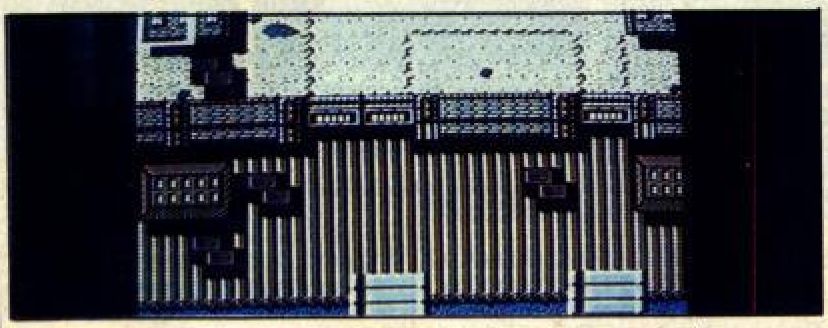
Curiously scheduled for a June release, the latest in the Epyx Games series is *The Games – Winter Edition*. Featuring the usual opening and closing ceremonies and offering a range of player options, it comprises seven events (one more than its predecessor) spread over two disks. The sports involved are as follows: the Luge, ski jump, figure skating, speed skating, downhill, cross country and slalom skiing. The version we've looked at is from the US, and at first glance isn't quite up to the standards set by *California Games* and *World Games*. However, keep an eye out for a full review in the months ahead to see if it improves . . .



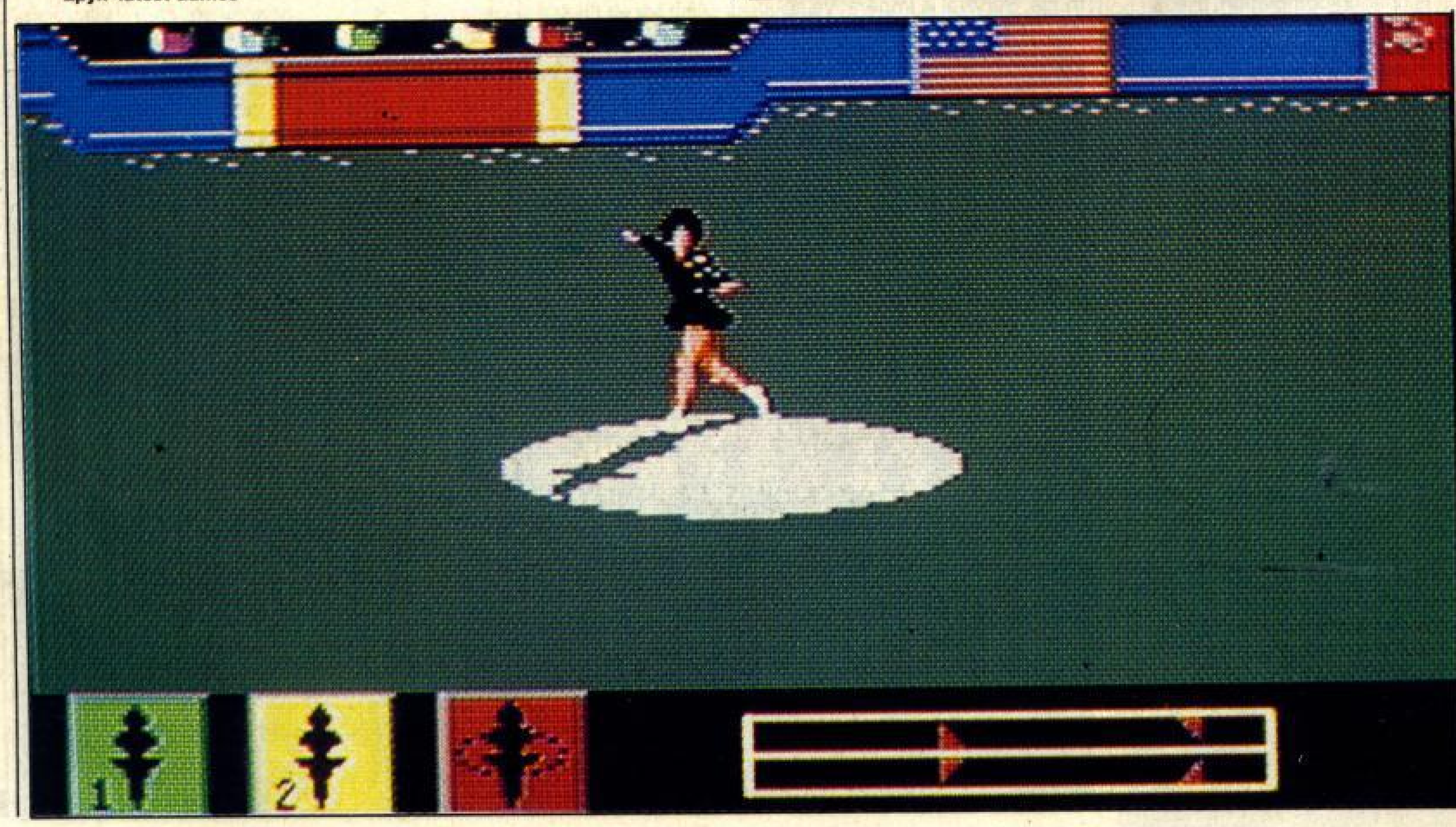
► ***Renegade*'s successor promises impressive graphics and smooth animation**



► **Vertically scrolling violence in the forthcoming *Vindicator***



▼ **High quality graphics steal the limelight from the gameplay in Epyx' latest *Games***




SPECTRUM
CASSETTE £7.95
+3 DISK £14.95
COMMODORE
CASSETTE £8.95
DISK £12.95
FIREFLY
The First
in a stunning range of games
from
SPECIAL FX
with a feast of
superb graphics and game-play features.
SPECIAL FX
by
ocean
BEAT THE SYSTEM . . . Now for the crew of FIREFLY there is no home – just a desperate mission to eliminate the mechanoid army which has colonised the solar system.
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G



KONAMI
10 SUPER ACTION ARCADE HITS
SPECIAL ARCADE PACK AT YOUR RETAILER NOW!
KONAMI'S ARCADE COLLECTION
Mikie
Plays a knockout frantic farce in the classroom, locker room and the high school cafeteria. Hip-zap, door attack, throw balls and pies . . . but can you make him hand his love letter to his girl-friend?
JAIL BREAK
It's every prison warden's nightmare – the inmates have broken out. These men are hardened criminals, armed to the hilt and aren't afraid to gun you all down. Just move in, knock 'em down and round 'em up. Easy!
GREEN BERET
RESCUE THE CAPTIVES! You are a highly trained combat machine. Your mission; infiltrate all four enemy Strategic Defence Installations – alone, against immeasurable odds.
Eight more deadly opponents to combat as you advance to become a black-belt master. Authentic fighting moves with 4 different locations.
Konami
Shao-Lin's Road
Our hero has finally mastered the secret martial art "CHIN'S SHAO-LIN" but is trapped by triad gangs. With kicks and other secret powers, escape from and travel SHAO-LIN'S road to freedom!
NEMESIS
The planet Nemesis, is now under an all-out space attack beings from the sub-space star cluster of Bacterion. You will need all your courage and concentration to win. Get ready to blast off!
HYPER SPORTS
Continuing the challenge where 'TRACK and FIELD' left off. Archery, Skeet Shooting and Weight Lifting are just some of the featured events to test your skill and stamina.
You can almost feel the tension of the big match breaking through the screen . . . the expectant crowd is almost on top of you! You return the service with a Top-spin Backhand, then a Forehand Back-spin, the ball bounces high from your opponent's looping, defensive lob . . . SMASH! . . . a great shot opens the score . . .
PING PONG
JACKAL
Get into this and you'll never get out . . . The plan – codename JACKAL – is to drop a squad of 4 crack troops behind enemy lines. Rescue a group of prisoners and whilst under attack, deliver them to helipads. Their final objective is to knockout enemy headquarters. Simple eh?
Yie Ar KUNG-FU
Become a grand-master but to achieve this you must defeat a variety of deadly opponents, armed with different skills and weapons and must be overcome with a combination of 6 different attack moves.
ALSO AVAILABLE ON DISK
Imagine
...the name of the game
Imagine is a registered trademark
SPECTRUM · AMSTRAD COMMODORE
£9.95
CASSETTE
IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER M2 5NS · TEL: 061-832 6633 · TELEX: 667799 OCEANS G · FAX: 061 834 0650